THE TALISLANTAN HANDBOOK

FANTASY ROLE PLAYING GAME SUPPLEMENT

THE TALISLANTAN HANDBOOK

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TALIS
- THE MIDNIGHT SEA -
The Ice Peaks
The Trackless Wastes
KHAZAD
The Badlands
THE LOST SEA
YRMANIA
Gulf of Silvanus
Serpentine Mts.
Brown Hills
Dead R.
Crystal Mts
Sardonyx Mts.
GROD
VODRUK
WEREWOOD
Green Lagoon
URAG
Onyx Mts.
Necros R.
Sascasm R.
The Watchs
KRAG
SILVANUS
AHRAZAD
Obsidian Mts.
Lake Venda
PLAINS O
ARIM
AKBAR
ZANDRE
Bridge at Zandre
Dead R.
DURNE
Sapphire Mts.
The Eastern Borderla
ZANDU
SHATTRA
THE SEVEN KINGDOMS
ZANTH
AMMAHD
Phaedran Causeway
Great Barrier Wall
NANKAR
Bridge at Nankar
SINDAR
Axis R.
VARDUNE
ANDURIN
CYMRIL
KASMIR
KASMIR
Bridge at Kasmir
- THE SEA OF SORROW -
VASHAY
CYMRIL
Bridge at Vashay
Jaspar Mts.
AAMAN
CITY STAT
Bridge at Danuv
Axis R.
TAZ
ASTAR
Lake Zephyr
Dead R.
Cinnabar Mts.
TOR
Cella
HANGARA
THE DAR
Dalia
KARANSK
MOG
The Yellow Marshes
Lands of the G
Peridia
TABAL
THAECIA
CAPRICA
The Boglands
The Great Morass
Garganta
THE THAECIAN ISLES
Mountains of Mog
- THE AZURE OCEAN -
IMRIA
GAO-DIN
PHANTAS
THE FLOATING CITY OF OCEANUS

SCALE: 1 in. = 150 mi.

Map by Joe Bouza

INTRODUCTION

THE TALISLANTAN HANDBOOK is a collection of rules and additional information for use with **THE CHRONICLES OF TALISLANTA** and other books in the TALISLANTA series. The handbook features a game system that is easy to learn and to play, with little emphasis on the complex rules which many FRP games use to simulate "realism." The purpose of adopting this approach was to allow players and Gamemasters to concentrate on role playing, rather than the mechanics of play.

To this end, much of the material in this book was devoted to the development of the Talislantan milieu. Instead of generic character classes (such as "thief," "magic-user," "warrior," etc.) **THE TALISLANTAN HANDBOOK** contains over eighty different character types, each described according to race, nationality, skills, special abilities, equipment and background. Following the brief rules section are appendices devoted to languages, currencies, trade goods, magical adjuncts, and many other subjects.

We hope you enjoy **THE TALISLANTAN HANDBOOK**, and find it useful in your own campaign. A number of supplements are planned for the future, each detailing some new aspect of the Talislantan milieu. If there is a particular topic or area of interest which you'd like us to present in these supplements, let us know by writing to: Talislanta, c/o Bard Games, P.O. Box 7729, Greenwich, CT 06836.

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HOW THE GAME WORKS: AN OVERVIEW

The following is a brief outline of the basic principles used in **THE TALISLANTAN HANDBOOK** game system.

1) All actions in the game fall under one of four categories: **COMBAT, MAGIC, SKILL** use or **ATTRIBUTE** use.

2) All characters receive abilty ratings for **COMBAT, MAGIC, SKILLS** and **ATTRIBUTES.** Unintelligent creatures generally receive ratings only for **COMBAT** (and/or **MAGIC**).

3) To determine the results of any attempted action in the game, players and Gamemasters use the **ACTION TABLE.** Ratings for the chosen action are compared, yielding a single modifier (plus, minus or zero). A twenty-sided die is rolled, and the modifier applied to this figure. The Gamemaster consults the appropriate column on the **ACTION TABLE (COMBAT, MAGIC** or **SKILL/ATTRIBUTE)** and determines the result of the attempted action, as shown on the following table:

ACTION TABLE

DIE RESULT	COMBAT	MAGIC	SKILL/ATTRIBUTE
0 or less =	Combat Mishap	Magical Mishap	Mishap
1-5 =	Miss	Spell Failure	Failure
6-10 =	Hit (½ damage)	Spell Cast	Success
11-20 =	Hit (normal damage)	Spell Cast	Success
21 + =	Hit (damage + intent)	Superior Spell	Success Plus

ACTION TABLE KEY

COMBAT

COMBAT MISHAP = The attack fails due to a mishap of some sort: the attacker slips and falls, a bowstring snaps, a weapon is dropped or broken, the attacker hits an unintended target, etc.

MISS = The attack misses and/or does no damage to the intended target.

HIT (½ DAMAGE) = A glancing blow is struck; roll for damage as usual, but divide total by two. Minimum damage for this result is one point.

HIT (NORMAL DAMAGE) = The attack strikes the intended target. Roll for damage.

HIT (DAMAGE + INTENT) = As per above, plus the attacker gains an additional advantage: opponent may be disarmed, disabled, driven back, knocked down, etc., according to the attacker's stated INTENT.

MAGIC

MAGICAL MISHAP = The spell is incorrectly cast, causing an unforeseen effect of some sort: the spell strikes an unintended target, has a reversed or aberrant effect, rebounds upon the caster, etc.

SPELL FAILURE = The spell is incorrectly cast and has no noticeable effect.

SPELL CAST = The spell is cast correctly, yielding the desired effect.

SUPERIOR SPELL = The spell is cast to perfection, yielding the maximum or most favorable result.

SKILL/ATTRIBUTE

MISHAP = The attempt fails miserably, causing a mishap of some sort: injury, accident, damage to equipment or property, etc.

FAILURE = The user of the skill or attribute fails to achieve the desired result, does unsatisfactory work, creates a product of substandard quality, etc.

SUCCESS = The user of the skill or attribute achieves the desired result.

SUCCESS PLUS = The user of the skill or attribute achieves the most desirable result: avoiding damage form a spell or other attack, emerging unscathed from an accident or pitfall of some sort, creating a product of truly superior quality, etc.

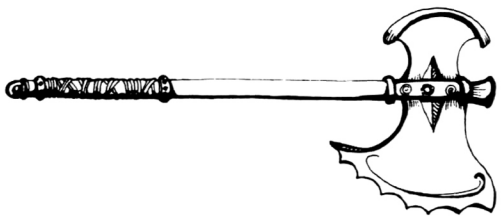
INTERPRETING ACTION TABLE RESULTS

In **THE TALISLANTAN HANDBOOK** game system, the Gamemaster is responsible for interpreting the results of all ACTION TABLE die rolls. The ACTION TABLE KEY is employed to determine the basic result of any attempt to engage in COMBAT, MAGIC, SKILL use, or ATTRIBUTE use. The Gamemaster supplies the specifics, narrating and interpreting ACTION TABLE results according to the circumstances of play, the players' stated intentions, and his or her creativity.

NOTE TO PLAYERS AND GAMEMASTERS

The heart and soul of the Talislantan game system is the interaction between the players and the Gamemaster. It is the Gamemaster's job to help simulate in the game those things which make real life so unpredictable: a stroke of good fortune, a freak accident, the strange occurrences which defy all odds or lay waste to the most carefully made plans.

The players must help the Gamemaster by offering specific information on what their characters plan to do *before* rolling on the ACTION TABLE. For example, the intent of an attack might be to disarm, stun, trip, disable, force back or any of a dozen other stratagems. If the player informs the Gamemaster beforehand of the character's intentions, the Gamemaster will be better prepared to interpret the ACTION TABLE die result. It is also important for players to allow their Gamemaster to embellish ACTION TABLE results without interfering in the course of the game. Gamemasters can earn the trust of their players by being fair and objective, and by maintaining a degree of moderation in their renderings. Imaginative and inventive narration is fine, as long as it's not overdone.



TIME IN THE GAME

In game terms, time is measured in increments known as "rounds." A round has little relation to real time, but is used primarily to give structure to the game and allow events to progress in sequence. For game purposes, one round can be considered equivalent to a minute; this comparison is useful mainly in determining the duration of spells, potions, etc. In one round there is sufficient time for:

- two opposing groups of antagonists to exchange attacks
- a spell to be cast from memory or device (two rounds are required to cast a spell from a book or scroll)
- an individual or creature to move up to the maximum distance allowable based on its speed rating (see **SECTION TWO: ATTRIBUTES**)
- an individual or creature to perform any action which could conceivably be undertaken in approximately one minute of real time.

LEVEL OF ABILITY AND CHARACTER PROGRESSION

The term "level of ability" represents the measure of an individual's capabilities with regard to his or her chosen profession (for monsters and wild beasts, the term represents natural ability).

All characters begin their game careers at the first level of ability (level one). Thereafter, they may progress upwards in level of ability by gaining experience points.

The number of experience points required for a character to advance in level of ability is *twenty-five* (*fifty* points if the character acquires both *primary magic* and *primary combat*; see **SECTION THREE: SKILLS**).

EARNING EXPERIENCE POINTS

Experience points are awarded by the Gamemaster on the following basis:

- 1-10 points per each adventure (or single game session) which the characters take part in. The exact number of experience points awarded for any adventure is up to the Gamemaster to determine, based on his or her appraisal of the degree of difficulty entailed in the scenario. Each character who takes part in the adventure receives the same number of experience for this accomplishment.
- One point for good role playing (based on the persona which the player has created for his or her character), or for exceptional/innovative/clever play in general. No more than *three* points per adventure should ever be awarded to a given player for such accomplishments.
- One point per each game week which the player's character devotes exclusively to improving skills related to his or her chosen profession. Practices which may be rewarded in this fashion include: study with a master or superior, training, research, experimentation, creating some item or construct related to the character's profession, and so forth.

BENEFITS OF ADVANCING IN LEVEL OF ABILITY

Advancement in level of ability improves all primary skills by +1 and increases the character's total number of hit points by +2. "Secondary" skills improve by +1 per every two levels of ability gained, while "basic" skills improve by +1 per every four levels of ability.

MONEY AND WEALTH IN THE GAME

As in real life, characters in the game will need money to purchase food, clothing, equipment and shelter. In Talislanta, the rate of exchange is based on the gold lumen, a coin equal in value to ten silver pieces or one hundred copper pieces (one silver piece is worth ten copper pieces). For game purposes, assume that twenty coins of any type weigh approximately one pound.

For more information about the different types of Talislantan currencies, see the **GAMEMASTER'S SECTION**.

SECTION ONE: CHARACTER CREATION

THE TALISLANTAN HANDBOOK features over eighty different character types for players to choose from, and for Gamemasters to use as non-player characters (such as henchmen, allies, enemies, random encounters, etc.). Each character type has been prepared in advance, and requires only a few modifications to be ready for play.

The following outline provides a general overview of the procedure for character creation. More specific information can be found in the corresponding sections, as indicated.

1) Turn to **APPENDIX ONE** at the back of the book, and review the **LIST OF CHARACTER TYPES**. Choose the type of character that you'd like to play, and write down all important information (in pencil) on the CHARACTER SHEET provided in this section (permission is granted to photocopy the CHARACTER SHEET for your personal use, if desired). Determine the character's height and weight as desired, within the stated racial limitations.

2) Review the **LIST OF SKILLS**, located in **APPENDIX TWO**. Choose *BACKGROUND SKILLS* for your character. If a choice of skills is indicated in the descriptions of your character, choose these as well.

3) Modify your character as desired, using the following guidelines:

a) Increase any attribute or attributes by a total of up to three points (plus factors). Allocate these bonus points as desired.

b) Decrease one attribute of your choice by one point. c) Choose one additional skill for your character. Any skill may be taken except the *primary* or *secondary combat* and *MAGIC* talents. Note, however, that individuals with **INTELLIGENCE RATINGS** of -4 or less lack the mental capacity to acquire any additional skills.

4) Note all modifications on the CHARACTER SHEET, then turn to the rules section and review the sections on **COMBAT, MAGIC, SKILLS** and **ATTRIBUTES**. Following the guidelines listed in these sections, determine the character's **COMBAT RATING, MAGIC RATING, SKILL RATINGS**, and **ATTRIBUTE RATINGS**. Related characteristics (such as languages, encumbrance total and hit points) should be noted on the CHARACTER SHEET at this time.

5) If your character has spell casting skills, review the **LIST OF BASIC SPELLS**, located in **APPENDIX THREE**.

6) Give your character a name, then discuss the completed character with your Gamemaster. With the Gamemaster's assistance, determine the circumstances under which the new character will begin his or her game career.

SECTION TWO: ATTRIBUTES

Attributes are natural abilities, which together constitute the physical and mental make-up of characters and creatures in the game. In **THE TALISLANTAN HANDBOOK** system, there are eight different attributes: INTELLIGENCE, WILL, PERCEPTION, CHARISMA, STRENGTH, DEXTERITY, CONSTITUTION and SPEED. These eight attributes, and their relation to SKILLS, COMBAT, MAGIC and other characteristics, are explained further on in the text.

ATTRIBUTE RATINGS

ATTRIBUTE RATING is the measure of an individual's or creature's natural ability in a given mental or physical attribute. All attributes are rated according to a "plus or minus" system. Exceptional attributes are rated at +1 or better, higher numbers indicating proportionally greater natural ability. Unexceptional attributes are rated at -1 or lower, and average attributes are rated at "zero" (neither plus nor minus).

ATTRIBUTE RATINGS AS MODIFIERS

ATTRIBUTE RATINGS are used as modifiers for applicable skills (such as **DEXTERITY RATING** for the *lock picking* skill, **PERCEPTION RATING** and **INTELLIGENCE RATING** for the *tracking skill*, etc.). **ATTRIBUTE RATINGS** are also used to determine a character's **COMBAT RATING** and **MAGIC RATING**, and as modifiers for actions which do not apply to any specific skill or talent.

PROCEDURE FOR ATTRIBUTE USE

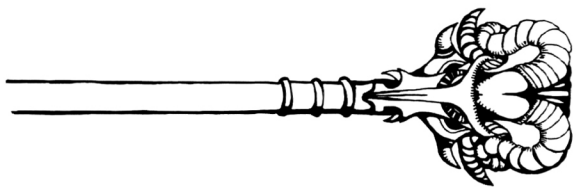
Whenever a character attempts to undertake an action for which he or she possesses no specific skill or talent, the following procedure should be employed:

1) The character states the type of action which will be attempted. If the action described is actually a skill (such as stealth, tailing, etc.) which he or she is not proficient in, the standard non-proficiency penalty must be applied (divide **ACTION TABLE** die roll by two, then apply modifiers). If the action is one for which there simply is no specific skill (such as breaking down a door, looking for a lost or hidden article, etc.) the Gamemaster determines which attribute would best determine the character's chance of success for the stated action. As an example, if the character is looking for a lost article, the **PERCEPTION RATING** can be used to determine his or her chance of success.

2) The Gamemaster awards a plus, minus or "zero" modifier based on the degree of difficulty involved (for example, it might be more difficult to find an article that fell into a pond than one which fell down a flight of stairs).

3) Compare the character's **ATTRIBUTE RATING** with the Gamemaster's modifier for degree of difficulty. The difference (if any) is used as a modifier for the final step.

4) To simulate the use of an attribute, roll a d20 on the **SKILL/ATTRIBUTE** column of the **ACTION TABLE** and adjust the die result according to any applicable modifiers. The Gamemaster then interprets the result, based on the modified die roll and the character's stated intent.



LIST OF ATTRIBUTES

The following is a list of attributes common to all characters, including descriptions of each attribute and any related abilities or characteristics.

1) INTELLIGENCE: This is a measure of the individual's intellect and powers of reason. Intelligence is the deciding factor whenever an individual attempts to deduce the basic meaning of obscure or unfamiliar maps, dialects or writings, appraise the relative value of goods, resist spells which affect the intellectual process, and so on.

ABILITIES/CHARACTERISTICS RELATED TO INTELLIGENCE RATING

Languages: Individuals may be proficient in two languages, plus one additional language per each +1 **INTELLIGENCE RATING**.

Extra-Curricular Skills: Individuals may acquire four extracurricular skills, plus or minus one skill per each +1 or -1 **INTELLIGENCE RATING**.

2) WILL: This is a measure of the individual's willpower, taking into account such intangibles as determination, faith and wisdom. Will is the deciding factor whenever an individual attempts to resist Spells of Influence or Control, mind-reading, bribery, seduction, coercion, interrogation, torture and so on.

3) PERCEPTION: This is a measure of the individual's sensory awareness, taking into account the abilities of sight, hearing, smell, taste and touch, plus such intangibles as instinct, intuition and psychic talents. Perception is the deciding factor whenever an individual attempts to detect unseen presences or ambushes, locate lost or hidden articles, notice important details or changes in surroundings, or utilize any sensory ability.

4) CHARISMA: This is a measure of the individual's powers of persuasiveness, including such intangibles as leadership and the ability to command the respect of others. Charisma is the deciding factor whenever an individual attempts to persuade, bribe, seduce, negotiate, barter, haggle, and so on.

ABILITIES/CHARACTERISTICS RELATED TO CHARISMA RATING

Reaction Die Rolls: The first impression which a character makes on any new acquaintance is determined by rolling a d20 on the **SKILL/ACTION** column of the **ACTION TABLE**, modified by the character's **CHARISMA RATING**. Failure may indicate an unfavorable or even hostile reaction; success may indicate acceptance (or at least ambivalence), while success plus will always yield the most favorable response possible under the prevailing circumstances. At the Gamemaster's discretion, **REACTION DIE ROLLS** may be employed for encounters of almost any sort.

5) STRENGTH: This is a measure of an individual's physical power. Strength is the determining factor whenever an individual attempts to hold, restrain by force, push or pull, bend or break, force open or hold shut a door, and so on.

ABILITIES/CHARACTERISTICS RELATED TO STRENGTH RATING

Encumbrance: The maximum amount of weight which an average Talislantan humanoid can carry is one hundred pounds, plus fifty pounds per each additional +1 **STRENGTH RATING**, or minus twenty pounds per each -1 **STRENGTH RATING**. At maximum encumbrance, individuals suffer a penalty of -5 on all **ACTION TABLE** die rolls related to movement of any sort. Encumbrance figures for quadrupeds are doubled.

Damage: Damage totals for physical attacks employing natural or other weaponry can be modified positively or negatively, according to the attacker's **STRENGTH RATING** (see **SECTION FOUR: COMBAT** for details).

6) DEXTERITY: This is a measure of the individual's agility, coordination and (particularly with regard to avian and aquatic species) maneuverability. Dexterity is the determining factor whenever an individual attempts to perform a task requiring manual dexterity, dodge or evade, catch a thrown object, and so on.

7) CONSTITUTION: This is a measure of the individual's endurance, stamina and durability. Constitution is the determining factor whenever an individual is attempting to resist the effects of disease, wounds suffered in combat, poisons and toxins, exposure, hunger, thirst and so on.

ABILITIES/CHARACTERISTICS RELATED TO CONSTITUTION RATING

Hit Points: The average number of hit points which an individual or creature possesses is determined by race (see **APPENDIX ONE: CHARACTER TYPES**). This total is modified, one time only for beginning characters, by adding or subtracting a number of points equal to the individual's **CONSTITUTION RATING**. Thereafter, individuals gain an additional two hit points per every level of ability gained.

Healing: The average individual or creature heals at the rate of two hit points per day, plus one additional point of healing per +1 **CONSTITUTION RATING**. Individuals with negative **CONSTITUTION RATINGS** heal at the rate of only one hit point per day.*

Life and Death in the Game

Individuals or creatures reduced to zero or less hit points are rendered unconscious, and considered on the verge of death. The Gamemaster must roll a d20 (in secret) and consult the **SKILL/ATTRIBUTE** column

on the **ACTION TABLE**, using the victim's **CONSTITUTION RATING** as a modifier. If the modified die result indicates "success plus" the victim will make a full recovery (in time, or with additional healing). A result of "success" indicates that the victim will recover, but will suffer permanent damage (disfigurement, reduction of an attribute by -1, etc.; Gamemaster's ruling). "Failure" means the victim's career has come to an untimely end. Barring a miracle of some sort, the character is dead.

NOTE: "Life or death" **CONSTITUTION RATING** die rolls are subject to a modifier of -1 per every five hit points below zero lost by the victim.

8) SPEED: Speed is a measure of how swiftly an individual is capable of moving, either on land, in the water, through the air, or by other means. Speed is the deciding factor in determining who strikes first in combat, or in any chase/escape situation.

ABILITIES/CHARACTERISTICS RELATED TO SPEED RATING

Movement: Individuals and creatures can move up to 100 feet in one round's time, plus twenty feet per +1 **SPEED RATING**, or minus ten feet per -1 **SPEED RATING**.

SECTION THREE: SKILLS

Skills are talents and abilities which characters learn through the study and practice of a chosen profession. In **THE TALISLANTAN HANDBOOK** system, a character may also learn skills which are not related to his or her profession (called "extra-curricular skills," q.v.). For ease of reference, **SPECIAL ABILITIES** related to race have also been included in this section. These are the only skills which cannot be acquired through training.

SKILL RATINGS

SKILL RATING is the measure of a character's competence in a given ability. For skills related to one's profession, **SKILL RATING** is determined by level of ability, plus any modifiers for **ATTRIBUTE RATINGS**, as applicable (for example, a character's **DEXTERITY RATING** is used to modify the skill, *picking pockets*).

DETERMINING SKILL RATINGS FOR BEGINNING CHARACTERS

First level characters begin play with all known skills rated at +1, plus or minus any bonuses or penalties for appropriate **ATTRIBUTE RATINGS** (see **APPENDIX TWO** for a list of skills and their corresponding attribute modifiers).

IMPROVING SKILL RATINGS

1) **SKILL RATINGS** automatically improve by +1 per each level of ability gained. This rule also applies to extra-curricular skills once such talents have been acquired.

2) If desired, a character may improve a chosen skill (or skills) by expending additional experience points on the desired talent. By concentrating on one or more skills, a character can increase its **SKILL RATING** by +**1**. The cost to improve any skill by concentration is ten experience points. It is not possible to improve the same skill more than once per single month of game time.

PROCEDURE FOR SKILL USE

1) The character states the type of skill (tracking, lock picking, etc.) that is to be used, explaining to the Gamemaster what it is that he or she is intending to do.

2) The Gamemaster awards a plus, minus, or "zero" modifier, based on his or her interpretation of the degree of difficulty involved. In many cases, a "zero" modifier will suffice; truly difficult tasks may be given a negative modifier, or exceptionally easy tasks given a positive modifier, based on prevailing circumstances.

3) Compare the character's **SKILL RATING** with the Gamemaster's modifier for degree of difficulty. The difference (if any) is used as a modifier for the final step.

4) To simulate the skill attempt, roll a d20 on the **SKILL/ATTRIBUTE** column of the **ACTION TABLE** and adjust the die result according to any applicable modifiers. The Gamemaster then interprets the result, based on the modified die roll and the character's stated intent.

5) **NOTE: COMBAT SKILLS** are the exception to the **SKILL RATING** procedure rule. Use **COMBAT RATING** and combat procedure for melee resolution.

ADDITIONAL RULES FOR SKILLS

EXTRA-CURRICULAR SKILLS

If desired, an individual may acquire skills other than those associated with his or her chosen profession. In game terms, this can only be done by "paying" additional experience points to acquire the skill (see **TYPES OF SKILLS** for details). The character must then make arrangements to learn the new skill through study and practice, either alone or under the guidance of a tutor. A period of time will be required to learn any extracurricular skill, the length of the period of study being determined by the type of skill chosen.

Upon completion of the period of study, roll a d20 on the **SKILL/ATTRIBUTE** column of the **ACTION TABLE** to determine if the new skill has been learned. If the individual attempting to learn the skill has the help of a tutor or master, the teacher's level of ability (regarding the skill being taught) is applied as a modifier to this die roll. Modifiers for **ATTRIBUTE RATINGS** can also be applied.

If the die roll indicates success, the individual has learned the extra-curricular skill, and is rated as "level 1" in the new talent. If the result is failure, the individual has failed to learn the skill, and must repeat the entire period of study before again attempting to acquire the extra-curricular talent.

LIMITATIONS ON EXTRA-CURRICULAR SKILLS

A character may acquire up to four extra-curricular skills, plus or minus his/her **INTELLIGENCE RATING**.

NOTE: Unless a character is unable to acquire magical talents due to racial restrictions (as with Sindarans), he or she may become proficient in both the *primary magic* and *primary combat* skills. Individuals who acquire both primary skills require *twice* the usual number of experience points (50) to advance in level.

TYPES OF SKILLS

There are eight categories of skills, as follows:

1) **COMMON ABILITIES**: Common skills are basic talents which individuals may acquire during the course of their early (pregame) years. All beginning characters may be proficient in *three* common abilities related to their background. Gamemasters may rule out certain common skills based on the character's race, nationality or profession (for example, a first level Dracartan desert scout will not know how to swim). Anyone who knows a common skill can teach it to someone else in two weeks' time. **COST TO ACQUIRE**: 2 experience points.

2) **COMBAT SKILLS**: Combat skills are talents related to fighting, either with or without weapons. A professional warrior (or similarly trained individual) of at least third level can teach the simpler combat skills in two months; *primary combat* takes four years, and *secondary combat* takes two years. **COST TO ACQUIRE**: 10 experience points, except as noted (see **APPENDIX TWO**).

3) **MAGICAL/ALCHEMICAL SKILLS**: These talents are related to the esoteric studies of magic and alchemy. A master (level 13+) can teach the simpler magical or alchemical skills to a qualified apprentice in four months' time; *primary magic* takes four years, and *secondary magic* takes two years. At the least, *MAGICAL TRAINING* or *ALCHEMICAL TRAINING* must be taken before any other magical/alchemical skill can be acquired. **COST TO ACQUIRE**: 10 experience points, except as noted (see **APPENDIX TWO**).

4) **PERFORMING TALENTS**: These skills are related to the performing arts, such as music, dance and acting. A performer of at least fifth level can teach a performing talent to someone else in two months' time. **COST TO ACQUIRE**: 10 experience points.

5) **SCHOLARLY PURSUITS**: Scholarly pursuits are talents which can only be acquired through long and diligent study. A savant (or similarly trained individual) of at least seventh level can teach one of the scholarly pursuits to a pupil in six months' time. **COST TO ACQUIRE**: 20 experience points.

6) **THIEVING TALENTS**: Thieving talents are skills usually associated with criminals, spies, or individuals of ill repute. A rogue (or similarly trained individual) of at least third level can teach someone else a thieving talent in one month's time. **COST TO ACQUIRE**: 10 experience points.

7) **TRADES AND CRAFTS**: These skills include a wide variety of Talislantan trades and professions. A master craftsman (level 12+) can teach the basics of a trade or craft in six months' time; until fifth level, individuals studying a trade or craft are considered on a par with apprentices. **COST TO ACQUIRE** is 20 experience points, unless stated otherwise in the skill's written description (see **APPENDIX TWO**).

8) **WILDERNESS SKILLS**: Wilderness skills are talents usually associated with hunters, scouts or people who live in uncivilized regions. A hunter (or similarly trained individual) of at least fifth level can teach someone else a wilderness skill in one month's time. **COST TO ACQUIRE**: 10 experience points.

9) **SPECIAL ABILITIES**: Special abilities are extraordinary talents such as racial abilities, inbred traits, and skills acquired as a result of an exceptionally long period of practice or training. Special abilities may not be acquired as extracurricular skills.

SECTION FOUR: COMBAT

COMBAT RATING is the measure of a character's (or creature's) offensive and defensive fighting skill. For characters, this rating takes into account the individual's STRENGTH, DEXTERITY and SPEED, though training is usually the single most important factor. For monsters and wild beasts, **COMBAT RATING** is equivalent to level of ability. This reflects the creature's natural ability to defend itself and survive in the wild.

DETERMINING COMBAT RATING FOR BEGINNING CHARACTERS

To determine **COMBAT RATING**, total the beginning character's attribute ratings for STRENGTH, DEXTERITY and SPEED. Divide this total by *three*, rounding down all fractions. If the beginning character has either the *primary combat* or *secondary combat* skill, increase this total by +1. This reflects the benefits of first level combat training. Note the character's **COMBAT RATING** on the CHARACTER SHEET.

IMPROVING COMBAT RATING

1) If a character has the *primary combat* skill, **COMBAT RATING** automatically increases by +1 per each level of ability gained. (**COMBAT RATING** for monsters and wild beasts also improves automatically by +1 per level.)

2) If a character has the *secondary combat* skill, **COMBAT RATING** automatically improves by +1 per every *two* levels of ability gained.

3) If a character has the *combat training* skill, **COMBAT RATING** automatically improves by +1 per every four levels of ability gained. Individuals who do not possess even basic combat skills must accept the standard *non-proficiency penalty* when attempting to engage in any form of combat.

PROCEDURE FOR COMBAT

1) Compare the **COMBAT RATINGS** of the two opponents. The difference in ratings (whether positive or negative) is applied as a modifier; the higher-rated opponent will attack at an advantage (+1, +2, or whatever the differential), while the lower-rated opponent will attack at a disadvantage (-1, -2, etc.). If the opponents have identical **COMBAT RATINGS**, neither has the advantage.

2) Compare the **SPEED RATINGS** of the two opponents. The swifter opponent gains the initiative, and may make the first move. If **SPEED RATINGS** are equal, attacks are considered to occur simultaneously. For combat situations involving large groups, use the **SPEED RATING** of the swiftest individual in each opposing group to determine initiative for all.

3) To help the Gamemaster determine the resolution of each combat round, the attacker should state his or her intent. Possibilities include intent to wound, disable, kill, stun or subdue, disarm, force back, restrain/capture (weaponless attack or with an appropriate capture device), damage (vs a structure, conveyance or object), etc.

4) To simulate attack, roll a d20 in the **COMBAT** column of the **ACTION TABLE** and adjust the die result according to any applicable modifiers. The Gamemaster then interprets the result of the attack, based on the modified die roll and the attacker's stated intent.

ADDITIONAL RULES FOR COMBAT

WEAPONS AND DAMAGE

All weapons (including natural weaponry, such as claws, fangs, etc.) are rated according to their potential for doing damage, typically expressed as a range (1-4, 1-8, etc.). The **COMBAT** column on the **ACTION TABLE** indicates whether the weapon has done full damage or only half damage. Bonuses for **STRENGTH RATING** and/or *enchanted weapons* are added to weapon damage totals, as applicable (see the **WEAPONS LIST** in the **APPENDIX** for details).

ENCHANTED WEAPONS

Enchanted weapons do additional damage, according to their rating (ranging from +1 to +4). This damage is added to the **ACTION TABLE** die result as per bonuses for **STRENGTH RATING**.

ARMOR AND PROTECTION

Armor (including natural armor, such as a thick hide, bone, scales, etc.) affords protection by reducing the amount of damage sustained in magical or non-magical combat (see **APPENDIX FOUR: ARMOR** for details).

ENCHANTED ARMOR

Enchanted armor may be made impervious to a specific attack form (fire, cold, energy, etc.) or may be made to reduce damage, according to its rating (ranging from +1 to +4). In either case, the protection conferred applies to magical and non-magical attack forms.

DEFENSIVE CAPABILITIES

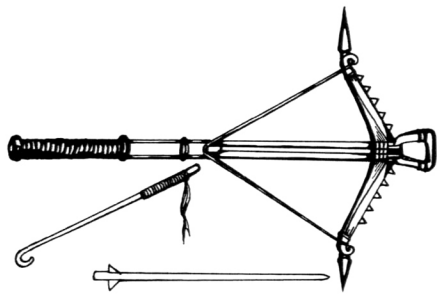
The number of assailants which an individual can effectively defend against in simultaneous combat is equal to the defender's **COMBAT RATING** divided by two. A shield increases this total by +1, or by +2 if it is enchanted. If the number of assailants facing a single opponent exceeds his or her defensive capabilities, the "additional" assailants gain *undefended attacks*.

UNDEFENDED ATTACKS

An undefended attack is an attack against an individual who, for whatever reason, is unable to defend himself (or herself). An individual may suffer one or more undefended attacks if caught in an ambush, struck from behind, surprised, stunned, or faced with overwhelming odds. In game terms, an individual who is subject to an undefended attack is treated as if he or she has a **COMBAT RATING** of "zero."

MISSILE WEAPONS

Combat with hand-thrown or device-propelled missiles is similar to standard combat, provided the targeted individual is aware of the attack and attempting to evade fire. If not, treat such attempts as *undefended attacks*. Similarly, the operators of missile weapons and siege engines attack as per the *undefended attack* rule when firing on stationary targets, fortifications, slow-moving ships and conveyances, etc. (See **RANGES FOR MISSILE WEAPONS** for more details.)



RANGES FOR MISSILE WEAPONS

The following is a list of effective ranges for Talislantan missile weapons. Maximum range may be computed by doubling the ranges given.

Note that any attempt to hit a target that is out of a missile weapon's effective range is subject to a -10 penalty on the **ACTION TABLE** die roll unless the attacker is using a bow and possesses the skill, *ARCHERY*.

WEAPON TYPE	RANGE
Any hand-thrown weapon	50 ft. (plus 10 ft per +1 Strength Rating)
Ballista, heavy	500 ft.
Ballista, light	200 ft.
Blow gun	50 ft.
Catapult, heavy	1000 ft.
Catapult, light	750 ft.
Correg (Imria)	100 ft.
Dart-thrower (Vardune)	75 ft.
Fire-thrower (Arim, Urag)	500 ft.
Flange-bow (Oceanus)	100 ft. (20 ft. underwater)
Hurlant (Dracarta)	100 ft.
Hurlant, ship's (Dracarta)	500 ft.
Hurlant, siege (Dracarta)	1000 ft.
Krin (Harak)	100 ft.
Long bow/heavy crossbow	200 ft.
Short bow/light crossbow	150 ft.
Sling	100 ft.
Spring-knife (Kasmir)	10 ft.

STRATEGY AND TACTICS

Intelligent characters always have the option of attempting some stratagem designed to foil the opposition or otherwise gain some advantage. Such tactics can run the gamut from the simple expedient of fighting with one's back to a wall (thereby preventing undefended attacks from the rear) to sophisticated bits of swashbuckling and derring-do. The Gamemaster may award plus or minus modifiers (up to a maximum of +/-4 is suggested) in any instance where such maneuvers might be deemed effective.

RETREAT

Individuals who attempt to flee from any close-quarters combat situation subject themselves to one round of undefended attack by their opponents. Two alternatives to this hazardous option are the "fighting withdrawal" and diversion. In the first instance, the object is to fall back while continuing to fight. In the second instance, one or more members of the withdrawing force attempt to create a diversion, hoping to distract their antagonists and so effect an escape. The Gamemaster determines if any attempt at diversion will succeed, based on the type of distraction employed and the nature of the antagonists.

AMBUSH AND SURPRISE

The *stealth* and *ambush* skills (see **APPENDIX TWO: SKILLS**) allows individuals to gain an undefended attack by taking an enemy by surprise or from behind. Characters and creatures who do not possess such skills must accept a nonproficiency penalty (-5 on the die roll) if attempting an ambush. Intended victims are allowed a chance to detect the ambush in advance, but only if they have declared themselves to be in a state of alertness (roll on the **SKILL/ACTION** column of the **ACTION TABLE**, using **PERCEPTION RATING** as a modifier in this case). If not, the effectiveness of the ambush is checked by rolling on the **SKILL/ACTION** column, the intended victim's **PERCEPTION RATING** being employed as a modifier vs the ambush attempt.

SUBDUAL

At the individual's option, attacks may be intended to subdue an opponent rather than inflict more serious damage. Blunt weapons, fists, blade pommels and similar weaponry may be employed to such ends. Damage caused by a subdual attack is only half-actual; an opponent reduced to zero hit points by this method is rendered unconscious, not slain.

CHASE AND ESCAPE

A chase or attempted escape is resolved as follows:

1) Determine how much distance separates the pursuer from the intended victim. Estimate how many rounds it would take the pursuer to cover this distance.

2) Compare the **SPEED RATINGS** of the pursuer and the intended victim. If the intended victim's **SPEED RATING** is higher, only a delay of some sort should prevent a successful escape.

3) If the pursuer is faster, convert the differential in **SPEED RATINGS** into rounds (each +1 difference = 1 round). This figure is equal to the number of rounds the pursuer gains on the intended victim with each round of chase. When this figure matches the figure derived from step 1, the intended victim will be overtaken, and may be captured.

SHIELD PARRY

In the game, a round of combat is considered to consist of a combination of parrying, feinting and attacks, simulated for simplicity's sake by the standard "attack" die roll. If desired, an individual may attempt to actually thwart an attack by using a shield to parry a blow, missile weapon or a bolt of elemental or eldritch power (see **SECTION FIVE: MAGIC**). To simulate a shield parry, roll as per a standard attack. A result of "success" indicates that the attack has been parried. **NOTE**: A shield parry counts as a move.

SECTION FIVE: MAGIC

INTRODUCTION: MAGIC IN TALISLANTA

In the Talislantan world, magic is considered an inexact science, dangerous and unpredictable at best. Most of the peoples on the continent, being more or less superstitious by nature, regard practitioners of magic with suspicion. In certain lands, this appraisal would seem mild by comparison.

The prevailing attitude regarding magic use can be credited in large part to The Great Disaster, a catastrophe of epic proportions which is widely believed to have been caused by some magical mishap. The Great Disaster brought an end to the fabled first civilizations of ancient Talislanta and laid waste half the continent. The legendary grandeur of this bygone age has never been recaptured by the peoples of the new age, a condition which has done little to foster enthusiasm for magicians.

Accordingly, the practice of magic is generally considered beneficial only in such lands as Carantheum, Thaecia, Zandu, and Cymril of the Seven Kingdoms. Elsewhere, the aspiring magician may expect to be met with varying degrees of tolerance, acceptance, or prejudice.

THEORY OF MAGIC

The Talislantan magician recognizes that it is not he or she who is the source of magical power. Rather, it is theorized that magic permeates the myriad planes of existence, from the tiniest mote of dust to the heavenly bodies themselves. Practitioners of Talislantan magic have long attempted to harness and utilize these forces to their own ends, a difficult and occasionally perilous endeavor requiring long years of study and dedication.

Scholars of the Arcane Arts categorize Magic as a "metaphysical science"; an intricate and exacting field of study yielding mutable (and sometimes unpredictable) results. The magician is trained to literally perform feats of mind-over-matter, activating complex matrices of verbal and somatic components (called spells, incantations, cantrips, etc.) by the use of mental energy.

Casting a spell from memory is a complex procedure requiring great concentration and expenditure of mental energy. A beginning (first level) magician possesses sufficient mental reserves to cast only two spells per day; with study and practice, the capacity for spell casting improves, though many years may be required before a magician can develop the ability to cast even a half dozen spells by this arduous method.

It is for this reason that written reference books (scrolls, spell books, etc.) are valued so highly by Talislantan magicians, for the use of such devices entails considerably less effort than casting spells from memory. Enchanted items, having a greater utility, are coveted even more.

RULES FOR MAGIC

MAGIC RATING is the measure of an individual's (or creature's) ability to control and/or resist magical energies. For characters, this rating takes into account the individual's INTELLIGENCE, WILL and PERCEPTION, though (like **COMBAT RATING**) training is usually the single most important factor. For creatures and beings who possess innate magical talents (most notably, demons and other extra-dimensional entities), **MAGIC RATING** is equivalent to level of ability; otherwise, creatures and wild beasts may be considered to have a **MAGIC RATING** of "zero."

DETERMINING MAGIC RATING FOR BEGINNING CHARACTERS

To determine **MAGIC RATING**, total the beginning character's attribute ratings for INTELLIGENCE, WILL and PERCEPTION. Divide this total by *three*, rounding down all fractions. If the beginning character has either the *primary magic* or *secondary magic* skill, increase this figure by +1, reflecting the benefits of first level training. Note the character's **MAGIC RATING** on the CHARACTER SHEET.

IMPROVING MAGIC RATING

1) If a character has the *primary magic* skill, **MAGIC RATING** automatically increases by +1 per each level of ability gained. The same holds true for creatures and beings who possess innate magical talents.

2) If a character has the *secondary magic* skill, **MAGIC RATING** automatically improves by +1 per every *two* levels of ability gained.

3) If a character has the *magic training* skill, **MAGIC RATING** improves by +1 per every *four* levels of ability gained. Individuals who do not possess even basic magic skills cannot cast spells, and must accept the standard *nonproficiency penalty* if attempting to decipher magical scripts or writings of any kind.

PROCEDURE FOR SPELL CASTING

1) In Talislantan magic, a spell may be cast by any of the following methods:

a) from memory
b) from a written work (such as a scroll or book)
c) from a magic item.

2) Regardless of the method being employed, compare the caster's **MAGIC RATING** with the level at which the spell is to be cast. If casting from memory (or from a spell book), the magician can determine the spell's level as desired. If a scroll or magic item is employed, the spell can only be cast at its stated level. In any case, the difference between the caster's **MAGIC RATING** and the spell's level (plus, minus, or zero) is applied as a modifier for the next step.

3) Roll a d20 on the **MAGIC** column of the **ACTION TABLE** and adjust the die result according to any applicable modifiers. The Gamemaster then interprets the result of the spell casting attempt.

4) If the spell is successfully cast upon an inanimate object or a non-resisting subject, the desired effect is achieved automatically. If the spell is cast upon a living, resisting subject, the intended target may be allowed a chance to resist or diminish the power of the spell (by making a roll vs the **ATTRIBUTE RATING** most suitable to resisting the spell's potential effect).

5) Regardless of the method being employed, an individual cannot cast more than one spell in a given round.

ADDITIONAL RULES FOR MAGIC

CASTING SPELLS FROM MEMORY

Individuals with *primary* or *secondary magic* skills are able to cast spells from memory without having to resort to written reference materials (such as book and scrolls) or magic items. To cast a spell from memory, the following conditions must be met:

1) The caster must know the spell (see **LEARNING SPELLS**).

2) The caster must concentrate only on the spell being cast; i.e., no other action may be undertaken while casting a spell from memory.

3) The caster must have free use of both hands in order to execute the spell's somatic components (gestures, motions, etc.).

4) The caster must have sufficient reserves of mental energy. The number of spells which a magician can cast from memory in a given day is determined by the magician's training and level of ability (see **SKILLS: MAGICAL/ALCHEMICAL TALENTS**).

CASTING SPELLS FROM WRITTEN WORKS

Individuals with *primary, secondary* or *basic magic* skills can cast spells from books, scrolls, and other reference materials without the need for study or memorization. Rules governing this type of spell casting are as follows:

1) Casting a spell from a written reference takes a minimum of *three* rounds, limiting the conditions under which this type of spell casting may be employed.

2) To cast a spell from a written work, the caster must still concentrate fully on the spell, and must have free use of both hands. A light source sufficient to clearly illuminate the written work must be present.

3) Unlike spell casting from memory, there is no limit to the number of spells which may be cast per day using written reference materials. Failing to cast a spell correctly under such circumstances, however, will at the very least cause the destruction of the page (or other surface) upon which the spell was inscribed.

4) It is possible to cast an unknown spell from a written reference, though this is a risky endeavor (penalty of -2 per level of the unknown spell being cast).

CASTING SPELLS FROM MAGIC ITEMS

Any intelligent creature or being may attempt to cast a spell from a magic item. Achieving the desired result may not always be so simple a task, however. The individual's/creature's **MAGIC RATING** is used as a modifier when attempting to employ any magic item (see **PROCEDURE FOR SPELL CASTING**). Otherwise, the only restrictions which apply are those pertaining to the item being employed.

LEARNING SPELLS

In addition to the *minor enchantments* and *basic magics* learned during the period of apprenticeship, magicians may acquire other spells and incantations during the course of their respective careers. To learn a new spell, the magician must spend a minimum of one hour studying each subtle permutation of sound, gesture and inflection required to cast the unfamiliar incantation.

Once the period of study has been completed, the magician may determine if the new spell has been learned correctly. The only way to do so is to attempt to cast the new spell. Standard procedure for casting spells from memory is used for this determination, with one exception: the only modifier which may be applied to the **ACTION TABLE** die roll is the magician's **INTELLIGENCE RATING**. If the die result indicates success, the new spell is successfully commited to memory; if not, the magician must repeat the period of study before again attempting to cast the new spell (provided he or she has survived the initial, unsuccessful attempt...).

PROTECTION VS MAGIC

There are a number of different forms of protection which may be employed vs magical attacks, including a variety of spells, amulets and other magical adjuncts. A shield may be used to ward magical bolts of elemental or eldritch power, though the shield may be destroyed in the process. Enchanted shields are generally much more effective. Armor also affords a degree of protection according to its rating (see **APPENDIX FOUR: ARMOR**).

COUNTERSPELLS

While magicians may terminate at will any spell of limited duration which they have cast, the only way to dispel another caster's magics or remove a spell of "permanent" duration is through the use of an appropriate *counterspell*. A spell may be countered by casting the identical spell in reverse, or by casting a spell of opposite or contradictory effect (such as a Spell of Elemental Fire being cast to counter a Spell of Elemental Ice). The level of the counterspell must *exceed* the level of the spell it is being cast against by at least one level in order to be effective. Results are determined as per standard spell casting procedure.

LIMITATIONS OF SPELL CASTING

When a magician has used his or her total allowable number of spells for a given day, he or she will no longer be able to focus sufficient mental energy to cast spells from memory. Written reference works and magic items may still be used to cast spells, but the magician will require a period of eight hours before the ability to cast spells from memory is regained.

MAGICAL COMBAT

Magical combat between two or more spell casters is similar to standard spell casting and combat procedure. However, if one of the opponents possesses a superior **SPEED RATING**, he or she may forego attack in favor of utilizing a *counterspell*, protective spell, or some other ploy.

SPELL CASTING, WEAPONS AND ARMOR

Spell casters can use any type of weapon which they have the strength to employ, and may wear any type of protective gear except plate mail and full battle armor, both of which are far too restrictive to permit spell casting. As armor can inhibit an individual's **SPEED RATING**, many spell casters prefer to avoid such equipment altogether. Nevertheless, the more flamboyant and colorful types of armor (such as dragon hide, Darkmane hide, and chain mesh) have an undeniable appeal for some magicians, particularly those with a flair for the dramatic.

CONCOCTING MIXTURES

It is not possible to concoct magical/alchemical mixtures of any sort without access to a laboratory or well-equipped workroom. Individuals who do not possess the *primary/secondary magic, magic training*, or *alchemical training* must accept the standard *non-proficiency* penalty (-5 on the die roll) if attempting to concoct such mixtures; a result of "mishap" generally indicates an explosion of some sort when unskilled individuals attempt this type of activity.

If desired, individuals skilled in magic or alchemy may attempt to concoct mixtures in quantity. A modifier of -1 per each additional "dose" of the desired mixture is applied to the **ACTION TABLE** die roll, offset by a bonus applied for each *skilled* assistant employed to help during the operation. Bonuses are as follows: +1 per Apprentice, +2 per Initiate, +3 per Adept, and +4 per Master. No more than three individuals can be of practical assistance when mixing quantities of six doses or less of a given mixture. Assistants may also help when concocting single doses of a substance, if desired.

THE BEGINNING SPELL CASTER

All beginning (first level) spell casters are considered to have completed a successful apprenticeship under an accomplished master. During the period of apprenticeship, the novice will have been taught how to read magical scripts, prepare various sorts of animal, vegetable and mineral ingredients, and perhaps concoct a mixture or two.

Most importantly, the apprentice will have been taught the most common *minor enchantments*, and/or the *basic spells* of Talislantan magic. Many other spells exist, buried beneath the ruins of archaic cities, hoarded in the folios and collections of powerful wizards, or inscribed in cryptic form within the pages of mundane-seeming tomes. It is the life's ambition of many spell casters to unearth the secret knowledge of the ancient masters of magic, such as Korak, Hotan, Viridian, and Mordante.

(See the list of *minor enchantments* and *basic spells*: **APPENDIX THREE: SPELLS**)

LEVELS OF ABILITY AND TITLES

In Talislantan magic, magicians often refer to each other according to title, or rank. In ascending order, these are:

APPRENTICE (level zero)
INITIATE, 1st-6th degree (level 1-6)
ADEPT, 1st-6th degree (level 7-12)
MASTER (level 13+)

APPENDICES

APPENDIX ONE: CHARACTER TYPES

The following is a list of character types native to Talislanta. Each entry represents an "average" first level member of the type depicted, and requires only a few modifications in order to be ready for use in the game (see the corresponding rules sections for detailed descriptions of attributes, skills, etc.). The format used to describe each character type is as follows:

1) **RACE/NATIONALITY** and **PROFESSION**
2) **SIZE**: Physical proportions (height, weight, etc.), usually expressed as a range.
3) **PHYSICAL CHARACTERISTICS**: Distinguishing features, bodily form, etc.
4) **ATTRIBUTES**: Only exceptional attributes will be listed here; any attribute not listed should be considered of average rating ("zero" modifier).
5) **HIT POINTS**: Average number of hit points possessed at first level; modify according to **CONSTITUTION RATING** (add +2 points per level of ability if creating a high level character).
6) **SPECIAL ABILITIES**: Racial or other abilities not related to profession.
7) **SKILLS**: Skills learned as a result of the character's background and/or profession.
8) **EQUIPMENT/POSSESSIONS**: Basic equipment and items owned by an average first level character of the type being described.
9) **WEALTH**: Amount of wealth possessed by an average first level character of the type being depicted. Multiply the figure given here by the type of die indicated (d6, d8, etc.) to determine the character's starting wealth. To create higher level characters, use the same procedure, then multiply the total arrived at by the character's level of ability.
10) **COMMENTS**: Listed here will be any behaviorisms, customs, beliefs or general motives peculiar to the type of character being depicted, along with any other information worthy of mention.

AAMANIAN ARCHIMAGE

SIZE: 5'6"-6', 100-180 lbs.

PHYSICAL CHARACTERISTICS: Topaz skin, green eyes, all facial and body hair removed

ATTRIBUTES: INT +1, WILL +4

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Primary magic, cult rituals, oratory, metaphysical doctrines (Orthodoxy), astrology, enchant items, inscribe spells

EQUIPMENT/POSSESSIONS: Ritual vestments, cloak, chart of the heavens (scroll with ivory tube), quill pen, amber crystal ink pot, staff, iron-bound spell book, iron holy symbol of Aa, astrologer's astrolabe

WEALTH: d20 x 200 gold lumens (alms, collected by the Orthodoxist cult)

COMMENTS: The Aamanians are an intolerant and highly conservative people. They revere Aa the Omniscient, and consider non-believers to be infidels. Important to all Aamanians is the desire to attain mana, so that they may rise in status and piety.

AAMANIAN WARRIOR-PRIEST

SIZE: 5'6"-6', 100-180 lbs.

PHYSICAL CHARACTERISTICS: Topaz skin, green eyes, all facial and body hair removed

ATTRIBUTES: WILL +3, STR +1

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Secondary combat, secondary magic, mounted combat, metaphysical doctrines

EQUIPMENT/POSSESSIONS: Black iron plate mail with helm and shield (lacquered white), mace, heavy crossbow, cloak, Greymane steed (fully caparisoned), leather-bound book of spells, iron holy symbol of Aa

WEALTH: d20 x 20 gold lumens (Aamanian Warrior-Priests are paid by the Orthodoxist cult)

COMMENTS: The Warrior-Priests of Aaman are a stern lot, dedicated to the preservation of the Orthodoxist cult and the elimination of pagan beliefs. They protect the temples of Aa the Omniscient (the cult's patron deity) and serve as commanders of the Aaman military. Some are engaged as witch hunters, roaming the western lands in search of black magicians, witches and warlocks (see **AAMANIAN ARCHIMAGE**).

AHAZU WARRIOR

SIZE: 6′8″-7′6″, 160-260 lbs.

PHYSICAL CHARACTERISTICS: Bright yellow skin with fiery red markings, four arms, forked tongue, diabolical features

ATTRIBUTES: STR +4, DEX +6

HIT POINTS: 16

SPECIAL ABILITIES: Double attacks (due to having four arms)

SKILLS: Primary combat, stalking, scout or healer, hunting

EQUIPMENT/POSSESSIONS: Loincloth, arm and leg wrappings of animal hide, shoulder pouch, gwanga and matsu

WEALTH: None

COMMENTS: The Ahazu adhere to a secret warrior code which prohibits them from attempting to escape if captured in battle (considered a grave humiliation).

ARAQ WARRIOR

SIZE: 6′-6′6″, 130-230 lbs.

PHYSICAL CHARACTERISTICS: Scaly light brown hide, dorsal membrane, snake-like features, claws, fangs

ATTRIBUTES: STR +2, DEX +2, CON +7

HIT POINTS: 12

SPECIAL ABILITIES: Survive for up to six weeks without food or water. Communicate with reptilian species. Hide affords protection equal to leather armor.

SKILLS: Primary combat, mounted combat (Duadir), tracking, stalking

EQUIPMENT/POSSESSIONS: Arm wrappings, boots, loinclout and shield of land dragon hide, bone saw-edged dagger and spear, mace, shoulder pouch, back pack, Duadir steed with baggage

WEALTH: None

COMMENTS: A sorcerous hybrid of sauran and man, Araq display the worst traits of both races. They are warlike and cruel, and have a taste for cannibalism. Araq shun all goods and weapons produced by other peoples, considering such devices to be tainted. They roam the wilderlands in small war-bands, preying upon land dragons and other humanoid species.

ARIANE DRUAS (SEEKER)

SIZE: 5′8″-6′2″, 100-180 lbs.

PHYSICAL CHARACTERISTICS: Onyx-black skin, white hair, silver-grey eyes, slender build

ATTRIBUTES: INT +2, WILL +2, PER +2

HIT POINTS: 12

SPECIAL ABILITIES: Immunity to Spells of Influence/Control, commune with nature (see **SKILLS: SPECIAL ABILITIES**), night vision

SKILLS: Secondary combat, mounted combat, magical training, cult rituals (faith healing only), tracking, herb lore, healer

EQUIPMENT/POSSESSIONS: Cloak, garments, boots and headband of spinifax, spinifax pouch and shoulder pack, Ariane bow with quiver of twenty Ariane arrows or staff, Silvermane steed

WEALTH: d10 x 3 gold lumens, plus twice this figure in silver pieces

COMMENTS: The Ariane shun metal weapons and implements, and are averse to the use of violence except in extreme cases. Among their own people, they do not use names (see **ARIANE MYSTIC**).

ARIANE MYSTIC

SIZE: 5′8″-6′2″, 100-180 lbs.

PHYSICAL CHARACTERISTICS: Onyx-black skin, white hair, silver-grey eyes, slender build, white circle sign on forehead

ATTRIBUTES: INT +2, WILL +4, PER +2

HIT POINTS: 12

SPECIAL ABILITIES: Immunity to Spells of Influence/Control, commune with nature (see **SKILLS: SPECIAL ABILITIES**), night vision

SKILLS: Primary magic, concoct elixirs, cult rituals (faith healing and banish only), magical operations, metaphysical doctrines (trans-ascendancy), enchant items, inscribe spells

EQUIPMENT/POSSESSIONS: Spinifax cloak, boots, headband and garments, staff, stone orbs with spells inscribed upon each (see **COMMENTS**), spinifax shoulder pouch

WEALTH: None (Ariane Mystics disdain gold)

COMMENTS: All Ariane are joined in spirit as members of the nature-oriented "cult" of trans-ascendants. They inscribe all their written works on orbs of polished stone, which can be "read" by touch. Deeper meaning and insight may be gained by communing with these devices, which retain a portion of the spirit essences of their makers (see **ARIANE DRUAS**).

ARIMITE KNIFE-FIGHTER

SIZE: 5′2″-6′2″, 90-170 lbs.

PHYSICAL CHARACTERISTICS: Swarthy complexion, black hair, dark eyes, hatchet-like features

ATTRIBUTES: DEX +3, CON +2, SPD +1

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Primary combat, mounted combat, mountain climbing, hunting

EQUIPMENT/POSSESSIONS: Fur vest, animal hide boots, sackcloth breeches, armbands and ear-rings of black iron, four throwing knives (on belt), choice of two other weapons, pouch, black iron flask of chakos

WEALTH: d10 x 2 gold lumens in silver pieces

COMMENTS: The Arimites are a dour and moody folk who find no joy in song, dance or revelry. They drink heavily, favoring chakos, a bitter and metallic-tasting liquor. Arimite knifefighters are nonetheless highly regarded for their skill and ferocity.

ARIMITE REVENANT (ASSASSIN)

SIZE: 5′2″-6′2″, 90-170 lbs.

PHYSICAL CHARACTERISTICS: Swarthy complexion, black hair, dark eyes

ATTRIBUTES: INT +1, PER +2, DEX +2, CON +2, SPD +1

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Secondary combat, assassinate, stealth, hide, tailing, lock picking, concoct poisons

EQUIPMENT/POSSESSIONS: Night-grey cloak, veil, gloves and garments, pouch with 1-4 vials of poison (various types), coin purse, choice of two weapons

WEALTH: d20 x 10 gold lumens in mixed coins and other valuables (received in payment for services)

COMMENTS: The Revenants are members of a secret society who specialize in carrying out acts of vengeance for their clients. Any Arimite can obtain the services of the Revenants, whose specialties range from delivering insults and threats to arson, coercion, muggings and murder-for-hire. Revenant fees range from as little as ten silver pieces to 100,000 gold lumens or more.

BATREAN CONCUBINE (FEMALE)

SIZE: 4′6″-5′6″

PHYSICAL CHARACTERISTICS: Ivory-skinned, hair dyed emerald green

ATTRIBUTES: INT +4, CHA +4, WILL +2

HIT POINTS: 10

SPECIAL ABILITIES: Beguile by scent (resist vs **WILL RATING**; see **COMMENTS**)

SKILLS: Magic training, combat training, concoct elixirs, primitive magical talents (fetishes only), dance, seduce, lipreading

EQUIPMENT/POSSESSIONS: Cloth robe, pouch (for herbs, green dyes, etc.)

WEALTH: None (unless stolen from Batrean males)

COMMENTS: Batrean concubines are especially alluring, and are in great demand as slaves, courtesans and mistresses. At least part of their appeal is due to their ability to emit a scent which beguiles males of almost all humanoid species, making them susceptible to suggestion.

BATREAN WARRIOR

SIZE: 7′-8′, 250-350+ lbs.

PHYSICAL CHARACTERISTICS: Dingy yellow skin, matted green hair, sloping shoulders, muscular physique

ATTRIBUTES: INT -4, PER -2, STR +6, SPD -2

HIT POINTS: 16

SPECIAL ABILITIES: Immune to Batrean females' ability to beguile

SKILLS: Secondary combat, interrogate, torture, snares

EQUIPMENT/POSSESSIONS: Loincloth, giant wooded club, stone dagger, pouch

WEALTH: d20 x 200 gold lumens (hidden in secret caches)

COMMENTS: Unlike their females, Batrean males are ugly, huge and brutish. They make a living by selling their females to foreign entrepreneurs. They are immune to the beguiling powers of their mates, whom they zealously guard from the predators of slavers and poachers.

BEASTMAN PLAINS HUNTER

SIZE: 5'10"-6'2", 140-220 lbs.

PHYSICAL CHARACTERISTICS: Body covered with bristling brown fur, bestial features, fangs

ATTRIBUTES: STR +2, DEX -2, SPD +1

HIT POINTS: 15

SPECIAL ABILITIES: Thick hide equal to leather armor, claws and bite are 4-point weapons

SKILLS: Secondary combat, mounted combat (Darkmane), tracking (by scent), stalking, snares, hunting, torture

EQUIPMENT/POSSESSIONS: Animal hide boots and loincloth, pouch, Darkmane steed, long dagger and choice of second weapon

WEALTH: d20 x 5 gold lumens in mixed coins and stolen valuables

COMMENTS: Beastmen are vicious and bloodthirsty creatures with the mannerisms of wolves or jackals. They hunt in packs, and sometimes set cruel snares in the hope of trapping unwary creatures. Skilled trackers, Beastmen will never quit a blood trail.

BLUE ARDUA RIVER WARRIOR

SIZE: 5'6"-6', 80-120 lbs.

PHYSICAL CHARACTERISTICS: Irridescent blue plumage, sharp bird-like features, vestigal wings

ATTRIBUTES: STR -1, DEX +5, CON -1, SPD +2

HIT POINTS: 12

SPECIAL ABILITIES: Gliding (up to twenty-five yards, wind permitting), expertise with dart-thrower and crescent knife (+1 bonus when employing either of these weapons)

SKILLS: Primary combat, navigator/pilot (barge-fort or other river craft); plus weaponer, artisan or artificer

EQUIPMENT/POSSESSIONS: Viridian linen cloak and tunic, sandals, two crescent knives, dart-thrower with quiver of ten darts, stoppered gourd flask with vinesap, pouch

WEALTH: d10 x 10 gold lumens in mixed coins

COMMENTS: Blue Ardua are the protectors of their race. Though lacking in physical strength, they are swift and agile, and use dart-throwers and crescent knives to good effect. Their warriors patrol the Axis River in barge-forts, alert to signs of danger.

BODOR MUSICIAN

SIZE: 5'-5'6", 180-240+ lbs.

PHYSICAL CHARACTERISTICS: Amber skin, round-faced, portly build

ATTRIBUTES: INT +1, DEX +3, STR -1, PER +2

HIT POINTS: 10

SPECIAL ABILITIES: Bodorian sound-sight (see **SKILLS: SPECIAL ABILITIES**)

SKILLS: Musicianship (any three instruments), diplomacy, merchant/trader (selling services as musician)

EQUIPMENT/POSSESSIONS: Three musical instruments (see **COMMENTS**), Bodor smock, blousey pantaloons, chain-loop earrings and bracelets of lacquered metal, traveler's satchel

WEALTH: d10 x 5 gold lumens plus a like quantity of silver pieces

COMMENTS: Bodor are consummate musicians. Their favorite instruments include the tambour (tuned drums), glass flute, glass bells, the intricate spiralhorn, and the four-man bellows-horn. Most travel in musical troupes, seldom staying in one place for any great length of time.

CHANA WARRIOR

SIZE: 5'10"-6'4", 110-170 lbs.

PHYSICAL CHARACTERISTICS: Gray-green skin, cadaverous features, teeth filed to points, lacquered hair

ATTRIBUTES: STR +1, DEX +2

HIT POINTS: 10

SPECIAL ABILITIES: None

SKILLS: Secondary combat, tracking, hunting, camouflage, stalking

EQUIPMENT/POSSESSIONS: Loincloth, spear or blowgun with ten poison darts in pouch on belt, bone dagger, shoulder pouch, trained wrist viper

WEALTH: None

COMMENTS: The Chana are a dark and sinister race ruled by superstition. They have an unreasoning fear of water, which they believe is the domain of hostile elemental spirits. Ritual sacrifice and cannibalism are common among the various Chana tribes (see **CHANA WITCHMAN/WITCHWOMAN**).

CHANA WITCHMAN/WITCHWOMAN

SIZE: 5′10″-6′4″, 100-160 lbs.

PHYSICAL CHARACTERISTICS: Gray-green skin, cadaverous features, teeth filed to points, lacquered hair

ATTRIBUTES: INT +2, WILL +2, CON -3

HIT POINTS: 10

SPECIAL ABILITIES: None

SKILLS: Secondary magic, combat training, primitive magical talents, concoct poisons, camouflage, stalking, healer, inscribe spells

EQUIPMENT/POSSESSIONS: Loincloth, shrunken head fetish (worn on cord around neck), pouch (herbs), 1-4 wooden vials of kesh, 14 stone vials (poisons and/or magical pigments), spear or blowgun with ten poison darts in pouch, ritual drum, scroll of spells (animal hide with bone case), trained wrist viper

WEALTH: None

COMMENTS: Chana Witchmen and Witchwomen are practitioners of black magic. They revere the forces of darkness, and despise those who worship the gods of light and order. They are coveted as slaves by the Rajans (and to a lesser extent, the Farad, who employ them as herbalists and seers (see **CHANA WARRIOR**).

CYMRILIAN MAGICIAN

SIZE: 6′-6′4″, 120-160 lbs.

PHYSICAL CHARACTERISTICS: Light green skin, nondescript features, slender build

ATTRIBUTES: INT +4, STR -1, DEX -1

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Primary magic, magical operations, concoct potions, create homonculi, create automaton, arcane lore, enchant items, inscribe spells

EQUIPMENT/POSSESSIONS: High-collared cloak and robes of green spinifax, leather and silver bound spell book, pouch, 1-4 amber crystal vials (potions), staff

WEALTH: d20 x 5 gold lumens in gold pentacles (Seven Kingdoms currency; worth five gold lumens apiece)

COMMENTS: The Cymrilians are an eccentric race who possess an insatiable curiosity, particularly as regards magic. Most tend to be soft-spoken and studious.

DANUVIAN SWORDSWOMAN

SIZE: 6′2″-6′6″, 160-200 lbs.

PHYSICAL CHARACTERISTICS: Bronze-skinned, black mane, strong features, face decorated with pigments

ATTRIBUTES: STR +3, DEX +3, SPD +2

HIT POINTS: 14

SPECIAL ABILITIES: None

SKILLS: Primary combat, mounted combat (equs), command ability; plus armorer, weaponer or beast trainer

EQUIPMENT/POSSESSIONS: Black iron corslet and wrist bracers, shoulder pouch, halberd, long sword, poinard (in sheath, tied to leg), earring, torc, equs steed

WEALTH: d20 x 10 gold lumens

COMMENTS: Danuvian Swordswomen are among the most skillful warriors in Talislanta, and are much in demand as mercenaries. Generally repelled by the males of their race, Danuvian females actively seek male consorts from other lands. As such, there is a market for handsome male slaves (and prospective husbands) in the city of Danuvia.

DARKLING WARRIOR

SIZE: 4′-5′, 90-130 lbs.

PHYSICAL CHARACTERISTICS: Soot-grey to black skin, distorted features, fangs, sinuous tail

ATTRIBUTES: INT -4, WILL -4, PER +3, STR -2, DEX -2

HIT POINTS: 6

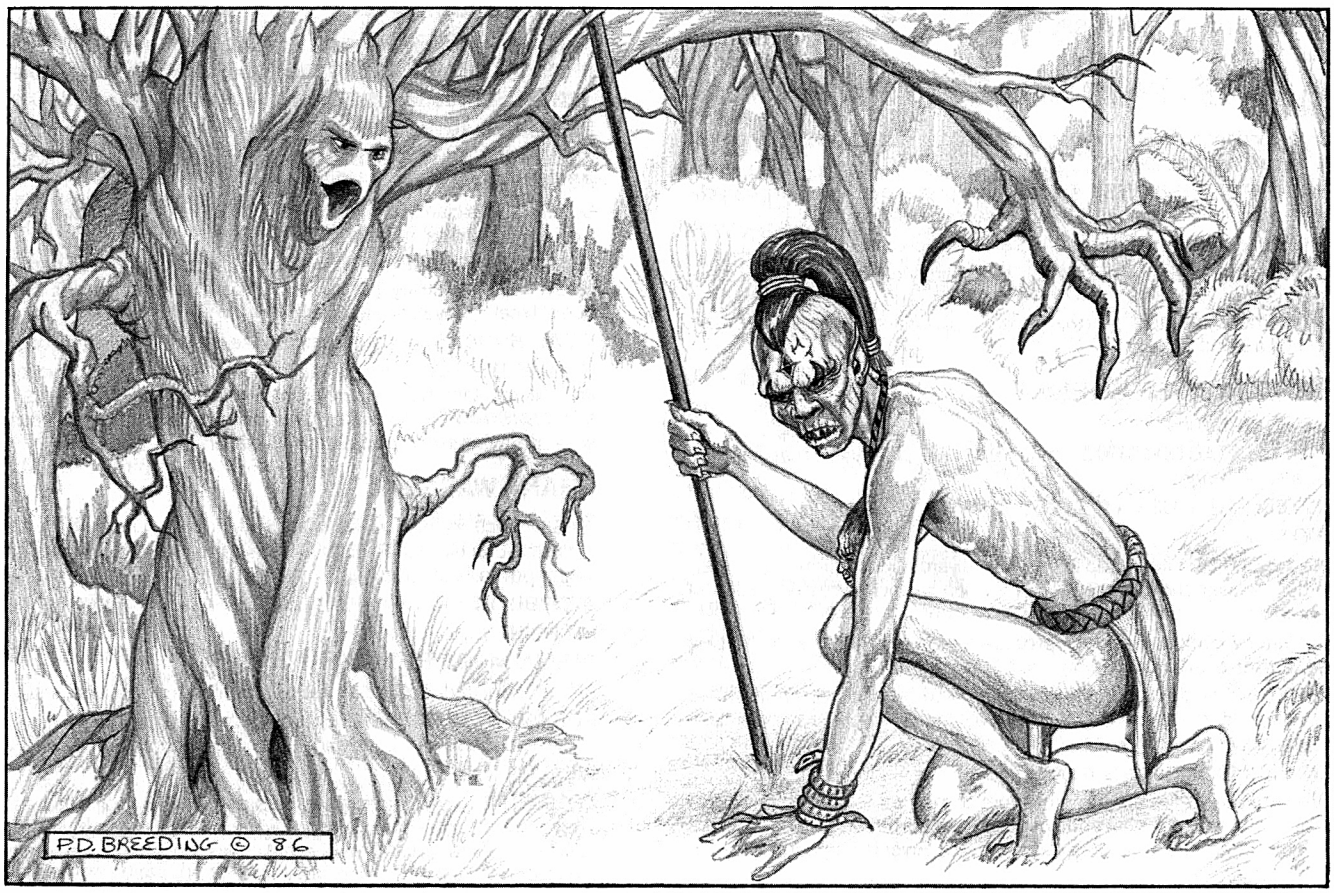
SPECIAL ABILITIES: Night vision, sense living creatures by scent (range: 100 ft.)

SKILLS: Secondary combat, stalking, stealth, swipe, hide

EQUIPMENT/POSSESSIONS: Loincloth, pouch, spear, dagger or sling with two dozen stones in shoulder pouch

WEALTH: d6 x 2 gold lumens in mixed coins and/or miscellaneous baubles

COMMENTS: Darklings are miserable creatures, sinister and conniving in nature. Physically unimposing and prone to cowardly actions, they are only marginally effective as warriors. The Ur clans employ them as spies, thieves and low class infantry, using intimidation and fear tactics to keep the Darkling hordes in line.



DHUNA WITCHWOMAN/WARLOCK

SIZE: 5′-5′10″, 90-130 lbs.

PHYSICAL CHARACTERISTICS: Olive skin, black hair, entrancing features and form (female), dark and melodramatic appearance (male)

ATTRIBUTES: INT +2, CHA +6 (+1 for Warlocks), STR -1 (+1 for Warlocks)

HIT POINTS: 14

SPECIAL ABILITIES: Dhuna Witchwomen can capture a man's heart with a single kiss (see **COMMENTS**)

SKILLS: Secondary magic, combat training, concoct elixirs, healer, herb lore, tracking, snares, seduce, inscribe spells

EQUIPMENT/POSSESSIONS: Long cloak, frock (or shirt and breeches) of spun linen, animal hide boots, scroll (for spells; made of animal hide), pouch (1-4 elixirs), staff or wand, Greymane steed

WEALTH: d10 x 10 gold lumens in rare herbs and small, semiprecious stones

COMMENTS: The Dhuna are strange and mysterious by nature, and regarded with superstitious dread by the people of the western lands. They are known to dabble in black magic, and are believed to engage in sacrificial rituals.

DJAFFIR MERCHANT (OR BANDIT)

SIZE: 5′-6′, 80-160 lbs.

PHYSICAL CHARACTERISTICS: Dark brown skin, hair and eyes, wiry build

ATTRIBUTES: INT +3, DEX +1, CON +1

HIT POINTS: 14

SPECIAL ABILITIES: None

SKILLS: Secondary combat, mounted combat, merchant/trader, appraise treasure, plus beast trainer or caravan master

EQUIPMENT/POSSESSIONS: Traditional leather mask, cloak, robes and head dress of light linen cloth, boots of soft animal hide, curved dagger, horn short bow with quiver of twenty arrows, belt and shoulder pouches, Aht-Ra steed with cooking utensils and other baggage

WEALTH: d20 x 5 gold lumens in coins (various denominations)

COMMENTS: The difference between a Djaffir Merchant and a Djaffir Bandit is largely one of semantics, as far as some are concerned. Despite such conceptions, few will argue with the quality of Djaffir merchandise, which is typically very good.

DJAFFIR WIZARD

SIZE: 5′-6′, 80-160 lbs.

PHYSICAL CHARACTERISTICS: Dark brown hair, skin and eyes, wiry build

ATTRIBUTES: INT +1, DEX +2, CON +1

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Secondary magic, combat training, mounted combat, concoct elixirs, primitive magical talents (Djaffir mask fetishes and charms only), magical operations, healer

EQUIPMENT/POSSESSIONS: Traditional leather mask, cloak, robes and head dress of light linen cloth, boots of soft animal hide, curved dagger, hide-bound spell book, 1-4 amber crystal vials (elixirs), belt and shoulder pouches, Aht-Ra steed with baggage

WEALTH: d10 x 10 gold lumens in coin and/or herbs

COMMENTS: Djaffir Wizards are well-regarded by their people, who consult them as seers and mystics. Like all Djaffir, they are superstitious, and tend to interpret events and occurrences as omens (good, evil, or mysterious). All Djaffir wear masks of cured Aht-Ra leather, believing that "the face mirrors the soul." The Djaffir Wizards make these fetishes, which protect the wearer from magical spells of influence and control.

DRACARTAN DESERT SCOUT

SIZE: 6′-7′, 125-240 lbs.

PHYSICAL CHARACTERISTICS: Jade-skinned humanoid

ATTRIBUTES: STR +2, CON +2, PER +2

HIT POINTS: 14

SPECIAL ABILITIES: None

SKILLS: Primary combat, mounted combat, tracking, scout

EQUIPMENT/POSSESSIONS: Vest of red iron discs, red iron torc and bracers, linen and chain mesh head dress, loinclout, long sword with shoulder sheath, hurlant with quiver and twelve bolts, choice of third weapon

WEALTH: d10 x 10 gold lumens

COMMENTS: Dracartan Desert Scouts form the basis of Carantheum's powerful army. They patrol the borders of their desert kingdom in parties of 10-20 individuals, guard Carantheum's fortress cities, and serve as crewmen and warriors on the Dracartans' great desert-spanning dune ships.

DRACARTAN THAUMATURGE

SIZE: 6′-7′, 120-220 lbs.

PHYSICAL CHARACTERISTICS: Jade-skinned humanoid

ATTRIBUTES: INT +2, WILL +2

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Primary magic, thaumaturgic operations, enchant items, engineer (one specialty only), alchemical training, concoct elixirs, inscribe spells

EQUIPMENT/POSSESSIONS: Thaumaturge's robes and cap, cloak, cadeucus, red iron torc and bracers, red iron-bound spell book

WEALTH: d20 x 20 gold lumens in mixed coins (Dracartan pyramids included)

COMMENTS: Dracartan Thaumaturges are guardians of the secret process used to create quintessence, a magical substance possessing fabulous properties. Most serve the government of Carantheum as engineers, scholars and advisors to the king.

DRUKH HILLMAN/HILLWOMAN

SIZE: 5′2″-6′, 80-160 lbs.

PHYSICAL CHARACTERISTICS: Skin and hair dyed purple, bright grey eyes, wiry build

ATTRIBUTES: STR +1, DEX +3, CON +3

HIT POINTS: 14

SPECIAL ABILITIES: None

SKILLS: Secondary combat, mounted combat (equs), mountain climbing, tracking, hunting, stalking, torture, snares; plus scout or healer

EQUIPMENT/POSSESSIONS: Head dress, vest, breeches and boots of tundra beast's hide, stone war club, bone dagger, pouch, Greymane steed (also dyed purple)

WEALTH: d8 x 5 gold lumens in ivory, hide and/or gold dust

COMMENTS: Drukhs are a violent and cruel folk, who find enjoyment in capturing and torturing trespassers into their territories. In certain lands, they are in demand as torturers.

FARAD PROCURER (MONGER, etc.)

SIZE: 5′8″-6′6″, 100-200 lbs.

PHYSICAL CHARACTERISTICS: Flint-grey skin, chiseled features, dark and narrow eyes, males wear beard in twin braids

ATTRIBUTES: INT +2, WILL +2, CHA -2

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Secondary combat, merchant/trader, bribe, coerce, appraise treasure, caravan master or navigator/pilot (merchant galley), appraise slaves

EQUIPMENT/POSSESSIONS: Elaborate head dress, voluminous robes, sashes trimmed with tassles, velvet boots (males); trailing silk gown, necklace of silver loops, rings on each finger (female), curved dagger (both sexes) and/or scimitar (male), coin purse, ledger book (for business transactions)

WEALTH: d20 x 25 gold lumens in coin and/or precious stones

COMMENTS: Farad merchants (Procurers, Mongers, etc.) are widely known for their unscrupulous business dealings. They require contracts (of their own making) for all but the most basic transactions.

FARAD WIZARD

SIZE: 5′8″-6′6″, 100-200 lbs.

PHYSICAL CHARACTERISTICS: Flint-grey skin, chiseled features, dark and narrow eyes

ATTRIBUTES: INT +2, WILL +1

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Secondary magic, combat training, merchant/trader, administrator, bribe, coerce, inscribe spells, arcane lore, appraise treasure, alchemical training, appraise slaves

EQUIPMENT/POSSESSIONS: Head dress, voluminous robes and cloak of colorful sateen; gold-bound spell book, coin purse, pouch, ledger book (for business transactions), choice of one weapon

WEALTH: d20 x 100 gold lumens in coin, precious stones and narcotic herbs

COMMENTS: Farad Wizards study magic only to further their desire for wealth and power. Many own sizeable contingents of slave laborers, which they employ in the harvesting of rare (narcotic and/or magical) herbs from the perilous southern jungles of Faradun. More than a few have made their fortunes by smuggling contraband goods to the eastern lands of Rajanistan and Quan.

FERRAN THIEF

SIZE: 3′6″-4′4″

PHYSICAL CHARACTERISTICS: Coarse brown fur, rodent-like features, hairless tail

ATTRIBUTES: INT +2, STR -3, DEX +8, CON +2, SPD +4

HIT POINTS: 4

SPECIAL ABILITIES: Emit fowl odor (three times per day; resist vs Constitution or nauseated for 1-4 rounds)

SKILLS: Secondary combat, pick pockets, swipe, appraise treasure, stealth, stalking, tracking (by scent)

EQUIPMENT/POSSESSIONS: Loincloth, pouch, scavenged bits of clothing and gear, dagger

WEALTH: d10 x 3 gold lumens in mixed coin and miscellaneous baubles

COMMENTS: Ferrans are inveterate thieves and scavengers who usually hunt in packs of 4-16 individuals. Sly and crafty, they avoid direct conflict whenever possible, preferring instead to rely on stealth, speed and the element of surprise.

GAO SEA ROGUE

SIZE: 5′4″-6′2″, 100-200 lbs.

PHYSICAL CHARACTERISTICS: Various; racially mixed

ATTRIBUTES: INT +1, CHA +3, DEX +2

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Secondary combat, navigator/pilot (choice of craft), appraise treasure plus any five thieving talents

EQUIPMENT/POSSESSIONS: Variety of colorful garments, usually of a mixed sort; choice of two weapons (dueling swords are a favorite), silver earring and other jewelry

WEALTH: d20 x 5 gold lumens in coin and/or plunder of various sorts

COMMENTS: The Gao are the descendants of criminals and outcasts incarcerated on the isle of Gao-Din, once a penal colony of the ancient Phaedran dynasty. Pirates by trade, the Gao are notable for their swashbuckling "thieves' code of honor," as well as their love of gold and plunder.

GNOMEKIN WARRIOR

SIZE: 2′10″-3′6″, 60-100 lbs.

PHYSICAL CHARACTERISTICS: Nut-brown skin, soft black mane, large green eyes, childlike features

ATTRIBUTES: STR +2, DEX +4, CON +8

HIT POINTS: 16

SPECIAL ABILITIES: Natural climbing ability, extreme durability, night vision

SKILLS: Secondary combat; agriculturist (crystal grower), artificer or healer (plus herb lore)

EQUIPMENT/POSSESSIONS: Loincloth, necklace of crystals, sling with pouch of twenty stones, 1-4 pottery vials of stenchroot sap and/or brown mold, amber cusps (to protect eyes above ground)

WEALTH: d10 x 10 gold lumens in amber crystals and/or mixed coin

COMMENTS: Gnomekin are friendly and industrious folk who live in underground cavern-cities. They are incredibly tough and durable for their size, and can survive falls of up to forty feet without apparent harm.

GREEN ARDUA HORTICULTURIST

SIZE: 4′10″-5′2″, 70-90 lbs.

PHYSICAL CHARACTERISTICS: Irridescent green plumage, sharp bird-like features, vestigal wings

ATTRIBUTES: INT +3, STR -3, DEX +3, CON -3

HIT POINTS: 10

SPECIAL ABILITIES: Gliding (up to fifty yards, wind permitting)

SKILLS: Magical training, combat training, horticulture, concoct elixirs, herb lore, brewer/vintner alchemical training

EQUIPMENT/POSSESSIONS: Viridian linen cloak and tunic, sandals, pouches (seeds, cuttings, wooden vials of pollen), crescent knife, stoppered gourd flask (vinesap), alchemical apparatus

WEALTH: d20 x 20 gold lumens in mixed coins and alchemical ingredients

COMMENTS: Green Ardua are renowned for their knowledge of plants and herbs. The eldest of their kind serve as sages and scholars, instructing the younger Ardua in the lore of plants.

GREEN MAN SYMBIONT

SIZE: 3′-3′6″, 40-50 lbs.

PHYSICAL CHARACTERISTICS:

ATTRIBUTES: INT +4, STR -4, DEX +4, SPD +3

HIT POINTS: 4

SPECIAL ABILITIES: Speak with plants, influence plants (see **COMMENTS**)

SKILLS: Snares, camouflage, herb lore, healer

EQUIPMENT/POSSESSIONS: D'oko (living plant; provides food and shelter), loincloth of woven mosses

WEALTH: None

COMMENTS: Green Men are the gentlest of the Talislantan races. They will use their abilities to avoid capture and harassment, but are incapable of doing harm to other living things, regardless of the provocation. Their submissiveness and special abilities cause them to be much in demand as slaves.

GRYPH WARRIOR

SIZE: 6′10″-7′2″, 220-280 lbs., wingspan 24+ ft.

PHYSICAL CHARACTERISTICS: Brilliant red and orange plumage, hawk-like visage, wings, lean and muscular physique

ATTRIBUTES: PER +4, STR +3, DEX +3, SPD +8 (airborne; average on land)

HIT POINTS: 16

SPECIAL ABILITIES: Flight, superior vision (see precise details at ranges of up to one mile)

SKILLS: Primary combat, hunting, scout (airborne); plus healer/herb lore, artificer, or weaponer

EQUIPMENT/POSSESSIONS: Loincloth and bracers of exomorph's hide, shoulder pouch, duar, heavy crossbow with quiver of twenty quarrels

WEALTH: d20 x 5 gold lumens in small, semi-precious stones

COMMENTS: Gryphs are aggressive protectors of their territories, and their friends.

HADJIN NOBLE

SIZE: 6′-6′6″, 140-180 lbs.

PHYSICAL CHARACTERISTICS: Light green skin and hair, plain features, narrow build

ATTRIBUTES: All average

HIT POINTS: 10

SPECIAL ABILITIES: None

SKILLS: Administrator, arcane lore, antiquarian

EQUIPMENT/POSSESSIONS: Layered robes, distinctive head wear, long gloves, scented fan, money purse, Silvermane-drawn carriage, small estate

WEALTH: d6 x 1000 gold lumens (plus an inheritance of ten times this figure in property and other valuables)

COMMENTS: Born into great wealth, the Hadjin consider themselves superior to common folk. They are in the habit of waving themselves with scented fans when in the presence of outsiders, whom they deem odious and coarse. The Hadjin maintain their lofty standard of living by allowing adventurers to explore the monolithic tombs of the wealthy ancestors, a privilege which does not come cheaply.

HARAKIN WARRIOR

SIZE: 6′-6′6″, 140-220 lbs.

PHYSICAL CHARACTERISTICS: Grey skin, hard features, lean and rugged

ATTRIBUTES: STR +3, DEX +2, CON +5

HIT POINTS: 16

SPECIAL ABILITIES: None

SKILLS: Primary combat, mounted combat (dractyl), hunting, mountain climbing, tracking

EQUIPMENT/POSSESSIONS: Loincloth, cowl, high boots and thick gauntlets of reptile hide, fur cloak, jang, khu, and tarak or krin (with quiver plus ten black iron bolts), shoulder pouch, dractyl steed with side bags and harness

WEALTH: None

COMMENTS: The Harakin are a grim race who view life as a constant struggle for survival. They care nothing for the ways of civilized people, which they consider useless. Raised in the hostile environment of Harak, they are able tc endure great hardships. Both the males and females are warriors.

ICE GIANT WARRIOR

SIZE: 10'-12', 1200-2000 lbs.

PHYSICAL CHARACTERISTICS: Body composed of animate ice, clawed hands and feet, spikey visage

ATTRIBUTES: INT -4, STR +9, DEX -4, SPD -6

HIT POINTS: 24

SPECIAL ABILITIES: Emanate piercing cold (10 ft. radius; see **COMMENTS**), natural armor (as per plate mail)

SKILLS: Primary combat

EQUIPMENT/POSSESSIONS: Giant ice club studded with 2-12 uncut blue diamonds (4-24 carats each)

WEALTH: As per blue diamonds in club

COMMENTS: Ice Giants are savage and bestial creatures who subsist on the frozen carcasses of their victims. They emanate extreme cold sufficient to slow the reactions of most living creatures (-2 **COMBAT RATING** while in the presence of an Ice Giant unless immune to cold).

IMRIAN SLAVER

SIZE: 6'-6'6", 200-280+ lbs.

PHYSICAL CHARACTERISTICS: Yellow-green scaly hide, webbed hands and feet, sharp fangs, body coated with slime

ATTRIBUTES: STR +4, DEX -4, SPD +2 (in water; -2 on land)

HIT POINTS: 16

SPECIAL ABILITIES: Amphibious; hide equal to leather armor, claws do 1-4 damage

SKILLS: Secondary combat, hunting, stalking, snares, waylay, camouflage, plus pilot/navigator (coracle) or beast trainer (kra), appraise slaves

EQUIPMENT/POSSESSIONS: Loincloth of kra's hide, necklace of brass rings (Imrian coins), capture-pole, oc (barbed bolas) with shoulder case or throwing net, shoulder pouch, waterskin filled with brine, necklace of brass rings (Imrian coinage)

WEALTH: d10 x 5 gold lumens, plus half this figure in Imrian brass rings

COMMENTS: The Imrians are a cruel and domineering race who view themselves as superior beings. They prey on many primitive peoples, including the Green Men, Ahazu, Mud People, Sawilu, Batreans, Chana and Samu. Most other humanoids find Imrians repulsive, though many do business with them.

JAKA BEASTMASTER

SIZE: 5'8"-6', 120-180 lbs.

PHYSICAL CHARACTERISTICS: Black fur, silver-grey mane, features a cross between wolf and panther

ATTRIBUTES: PER +5, DEX +3, SPD +3

HIT POINTS: 12

SPECIAL ABILITIES: Land on feet (falls up to thirty feet), natural "stealth" ability, night vision, sixth sense (see **SKILLS: SPECIAL ABILITIES**)

SKILLS: Secondary combat, mounted combat, beast lore, tracking (by scent), snares, hunting, stalking

EQUIPMENT/POSSESSIONS: Vest, loincloth and boots of tundra beast hide, luck talisman (worn on thong around neck), backpack, pouches, wrist bracers, short bow with quiver of twenty arrows, long sword, knife, rope, Greymane steed, nighthawk or other animal (see **COMMENTS**).

WEALTH: d20 x 10 gold lumens in skins, hides and mixed coins

COMMENTS: Jaka are suspicious by nature, a trait that is perhaps attributable to their uncannily acute senses. They have a superstitious dread of magic, and wear talismans to protect themselves from "the evil eye" (these devices bestow a bonus of +1 on all resistance rolls vs Spells of Black Magic, but work only for their Jaka makers). Jaka often keep one or more wild beasts as companions, utilizing the beast lore skills of their ancestors to call, communicate, and befriend these creatures. They hunt only predatory beasts.

JAKA MANHUNTER

SIZE: 5'8", 120-180 lbs.

PHYSICAL CHARACTERISTICS: Black fur, silver-grey mane, features a cross between wolf and panther

ATTRIBUTES: PER +5, STR +1, DEX +2, SPD +3

HIT POINTS: 12

SPECIAL ABILITIES: Land on feet (falls up to thirty feet), natural "stealth" ability (as per the skill, stealth), night vision, sixth sense (see **SKILLS: SPECIAL ABILITIES**).

SKILLS: Primary combat, ambush, camouflage, hunting, snares, stalking, tracking (by scent)

EQUIPMENT/POSSESSIONS: Vest, loincloth and boots of tundra beast hide, luck talisman (worn on thong around neck), cloak, backpack, pouches, wrist bracers, short bow with quiver of twenty arrows, two additional weapons of choice, Greymane steed

WEALTH: d20 x 10 gold lumens

COMMENTS: Jaka manhunters are bounty hunters of exceptional skill. They usually work alone or in pairs, tracking down and capturing escaped felons, fugitives from justice and other undesirables. Some few are chaotic in nature, making a living as professional assassins (see **JAKA BEASTMASTER**).

JHANGARAN MARSH-HUNTER

SIZE: 5′7″-6′7″, 100-200 lbs.

PHYSICAL CHARACTERISTICS: Marbled brown and sepia skin, elliptical cranium, angular build, hairless

ATTRIBUTES: PER +2, DEX +2, CON +2

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Secondary combat, tracking, stalking, hunting, snares, herb lore, camouflage

EQUIPMENT/POSSESSIONS: Green cloth arm and leg wrappings, loincloth, shoulder pouch, dagger, two javelins, spool of cord for snares, two large sacks (for scintilla), marsh strider steed or small river skiff, flask of liquor

WEALTH: d20 x 5 gold lumens in mixed coins and/or scintilla

COMMENTS: Jhangaran Marsh-Hunters make a living by capturing wild beasts (such as marsh striders) and hunting for caches of scintilla (water raknid's eggs). Like all Jhangarans, they have a weakness for alcohol, which renders them mad and unpredictable.

JHANGARAN MERCENARY

SIZE: 5′7″-6′7″, 100-200 lbs.

PHYSICAL CHARACTERISTICS: As per Marsh-Hunter

ATTRIBUTES: STR +1, DEX +1, CON +2

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Secondary combat, mounted combat (marsh strider), tracking, stalking, camouflage, hide, traps, snares, interrogate

EQUIPMENT/POSSESSIONS: Yellow cloth arm and leg wrappings, loincloth, backpack, cloak of yellow linen, choice of two weapons, marsh strider steed, flask of liquor

WEALTH: d10 x 5 gold lumens in mixed coin

COMMENTS: Jhangaran Mercenaries are notable for their lack of discretion concerning the type of work they will take on. When gainful employment is scarce, many work as brigands, scouts or bounty hunters.

JHANGARAN MUD-MINER

SIZE: 5′7″-6′7″, 100-200 lbs.

PHYSICAL CHARACTERISTICS: As per Marsh-Hunter

ATTRIBUTES: STR +1, DEX +1

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Secondary combat, engineer or laborer (mud-mining), merchant/trader

EQUIPMENT/POSSESSIONS: Grey cloth arm and leg wrappings, loincloth, shoulder pouch, dagger, choice of second weapon, dredging net, flask of liquor

WEALTH: d20 x 5 gold lumens in amber, gold, and small sapphires

COMMENTS: Jhangaran Mud-Miners make a living by dredging the swamps of Jhangara for amber, gold and sapphires. They despise the Jhangaran Marsh Hunters, and vice versa (see **JHANGARAN MARSH-HUNTER**).

KASMIR MONEY LENDER

SIZE: 4′6″-5′, 70-110 lbs.

PHYSICAL CHARACTERISTICS: Mahogany brown skin, shriveled features, hunched posture

ATTRIBUTES: INT +2, WILL +2, DEX +2

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Secondary combat, merchant/trader (selling services as money lender), administrator, artificer (locks and trap mechanisms), lock picking, traps

EQUIPMENT/POSSESSIONS: Hooded robe, cloak, curl-toed boots, coin purses (concealed), heavy brass key ring (affixed to belt via chain), Kasmir spring-knife (with pouch of six blades), Kasmir blade-staff, locksmith's tools

WEALTH: d20 x 200 gold lumens (locked away in various strongboxes and treasure caches)

COMMENTS: The Kasmir are highly suspicious, and live in windowless towers. Fearing theft, they carry hidden weapons and place all their valuables under lock and key. Their money lenders are shrewd, and will eagerly finance ventures which afford a chance for profit, provided adequate guarantees of payment are made in advance. The Kasmir are skilled at fashioning the most elaborate multiple locking mechanisms and trap mechanisms, which they use to safekeep their treasure hordes. The Kasmir export many such devices to other lands; coincidentally, Kasmir who moonlight as thieves are not unknown.

JHANGARAN OUTCAST

SIZE: 5′7″-6′7″, 100-200 lbs.

PHYSICAL CHARACTERISTICS: As per Marsh-Hunter, possible signs of disease/disability

ATTRIBUTES: CHA -20 (with regard to non-outcast Jhangarans)

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: As per former status (see **COMMENTS**)

EQUIPMENT/POSSESSIONS: Red cloth arm and leg wrappings, sack, shoulder pouch

WEALTH: d20 x 10 gold lumens in mixed coins and other offerings

COMMENTS: Jhangaran Outcasts are greatly feared by their people, who believe that they bear with them the stigma of doom. A Jhangaran who is so much as touched by one of "the cursed ones" is immediately branded an Outcast. The Jhangarans will not dare to harm an Outcast, believing that such an action will bring down unlimited grief upon themselves and their families (see **JHANGARAN MARSH-HUNTER**).

KANG TRACKER

SIZE: 6′-6′8″, 120-220 lbs.

PHYSICAL CHARACTERISTICS: Crimson skin, white eyes, long black hair (worn in queue)

ATTRIBUTES: PER +2, STR +2, CON +3

HIT POINTS: 15

SPECIAL ABILITIES: None

SKILLS: Secondary combat, mounted combat, tracking, beast trainer, stalking

EQUIPMENT/POSSESSIONS: Strider hide armor, gauntlets and high boots, cloak, light crossbow with quiver and twelve quarrels, dagger, pouch, tarkus tracking beast with black iron chain and muzzle, feedbag

WEALTH: d20 x 10 gold lumens (the Kang are well-paid mercenaries of the Quan)

COMMENTS: Kang trackers are renowned less for their skill (their hunting beasts do most of the tracking) than for their tenacity and merciless efficiency. They are employed as scouts, border troops, and to hunt down criminals, dissidents and escaped slaves.

KANG WARRIOR

SIZE: 6′-6′8″, 120-220 lbs.

PHYSICAL CHARACTERISTICS: Crimson skin, white eyes, long black hair (worn in queue)

ATTRIBUTES: STR +3, DEX +2, CON +2

HIT POINTS: 15

SPECIAL ABILITIES: None

SKILLS: Primary combat, mounted combat, weaponless combat, command ability

EQUIPMENT/POSSESSIONS: Black iron plate mail, gauntlets and helm, cloak, twin dragon-pommel long daggers, broadsword, choice of third weapon, Greymane steed

WEALTH: d20 x 10 gold lumens (the Kang are well-paid mercenaries of the Quan)

COMMENTS: The Kang are a warlike people, born to combat. Individuals with +4 or better Strength and +1 or better Intelligence qualify as elite dragon troops (double WEALTH for elite troops).

MANDALAN SAVANT

SIZE: 5′6″-6′, 90-170 lbs.

PHYSICAL CHARACTERISTICS: Golden skin, almond eyes, placid features, shaven head

ATTRIBUTES: INT +2, PER +3

HIT POINTS: 10

SPECIAL ABILITIES: None

SKILLS: Secondary magic and inscribe spells (or secondary combat; see **COMMENTS**), horticulture, herb lore, plus any three scholarly pursuits and/or trades and crafts

EQUIPMENT/POSSESSIONS: Silk cloth robe, sandals, 2-8 scrolls (spells or other writings), shoulder pouch

WEALTH: None (Mandalans are slaves of the Quan)

COMMENTS: Mandalans are passive in the extreme, a trait which allowed their race to be easily subjected by the Quan. Those who study magic do so only for the love of knowledge; those with secondary combat skills are practitioners of Mandaquan, a defense-oriented style of martial arts.

MANGAR CORSAIR

SIZE: 5'8"-6'4", 130-230+ lbs.

PHYSICAL CHARACTERISTICS: Dark brown skin, shaven head, narrow eyes, sea dragon tattooes on chest, arms, and/or back

ATTRIBUTES: PER +1, STR +2, DEX +1, CON +2, CHA -2

HIT POINTS: 14

SPECIAL ABILITIES: None

SKILLS: Secondary combat, navigator/pilot (carrack), appraise treasure, waylay, gambling (ska-wae), interrogate, torture

EQUIPMENT/POSSESSIONS: High boots, blousey pantaloons, brass armbands, earring, curved daggers and ska-wae dice (with hide pouch), cutlass or scimitar

WEALTH: d10 x 10 gold lumens in mixed coins, gemstones and plunder

COMMENTS: The Mangar are vicious cut-throats, prone to violence and murder. They are enamored of ska-wae, a dangerous game played with curved daggers and dice.

MANRA SHAPE-CHANGER

SIZE: 5'-6', 90-170 lbs.

PHYSICAL CHARACTERISTICS: Golden skin, almond eyes, brown hair, slender build

ATTRIBUTES: PER +2, DEX +2, CON +6

HIT POINTS: 12

SPECIAL ABILITIES: Shape-change (see **SKILLS: SPECIAL ABILITIES**)

SKILLS: Secondary combat, tracking, stalking; plus snares and scout or herb lore and healer

EQUIPMENT/POSSESSIONS: Abbreviated garments of coarse cloth, pouch, t'sai and stone club

WEALTH: d8 x 10 gold lumens in rare herbs, semi-precious stones and/or bits of gold

COMMENTS: The Manra are a peaceful people who prefer to avoid contact with civilization. They mark the Kang, and especially the Chana Witchmen, as enemies, and actively defend their lands against invasion by these warlike races.

MARUK DUNG MERCHANT

SIZE: 5'4"-6'2", 80-200 lbs.

PHYSICAL CHARACTERISTICS: Pale complexion, sunken eyes, limp brown hair

ATTRIBUTES: CHA -2 (see **COMMENTS**)

HIT POINTS: 10

SPECIAL ABILITIES: None

SKILLS: Secondary combat, merchant/trader; caravan driver, administrator or laborer

EQUIPMENT/POSSESSIONS: Sackcloth garments, cord for belt, pouch, staff or cudgel, land lizard-drawn dung wagon

WEALTH: d6 x 5 copper pieces

COMMENTS: The Maruk suffer from an ancient curse, which has brought ill fortune down upon their heads. They are widely regarded by other folk as harbingers of sorrow and gloom.

MIRIN ALCHEMIST

SIZE: 5'8"-6'6", 110-210 lbs.

PHYSICAL CHARACTERISTICS: Blue skin, fine white hair

ATTRIBUTES: INT +3, CON +2

HIT POINTS: 12

SPECIAL ABILITIES: Immune to cold

SKILLS: Alchemical training, all "concoct" skills, combat training, artificer, weaponer or armorer

EQUIPMENT/POSSESSIONS: Garments, robe and head dress of frostwere's hide, alchemical apparatus, 1-4 potions and 1-4 powders in amber crystal vials, choice of one weapon

WEALTH: d20 x 100 gold lumens in L'Haan adamants (Mirin coin, worth twenty gold lumens apiece)

COMMENTS: Mirin Alchemists work only for the government of L'Haan, which treats them with great respect and honor.

MIRIN TUNDRA SCOUT

SIZE: 5'8"-6'6", 110-210 lbs.

PHYSICAL CHARACTERISTICS: Blue skin, fine white hair

ATTRIBUTES: STR +1, DEX +2, CON +2

HIT POINTS: 14

SPECIAL ABILITIES: Immune to cold

SKILLS: Primary combat, tracking, scout, mountain climbing

EQUIPMENT/POSSESSIONS: Partial plate and chain mail, helm and shield of adamant, +1 adamant sword, choice of two additional weapons, shoulder and belt pouch, cape of frostwere's hide, Snowmane steed

WEALTH: d10 x 20 gold lumens in L'Haan adamants (Mirin coin, worth twenty gold lumens apiece)

COMMENTS: Mirin Scouts form the basis of L'Haan's army, which is reckoned among the best-trained and equipped forces on the continent. Units of ten to twenty Tundra Scouts guard the most remote border regions, keeping watch over the movements of the Ice Giants of Narandu and the Harakin tribes of Harak.

MIRIN WHITE WITCH/WARLOCK

SIZE: 5'8"-6'6", 110-210 lbs.

PHYSICAL CHARACTERISTICS: Blue skin, fine white hair

ATTRIBUTES: INT +3, CHA +2, CON +1

HIT POINTS: 12

SPECIAL ABILITIES: Immune to cold

SKILLS: Primary magic, concoct potions, magical operations, cult rituals, enchant items, inscribe spells

EQUIPMENT/POSSESSIONS: Cloak and garments of frostwere's hide, adamant-bound spell book, adamant wand with blue diamond headpiece

WEALTH: None (priests and priestesses of Borean do not accept gold for their services)

COMMENTS: Mirin White Witches and Warlocks serve as priests and priestesses of Borean, God of the North Wind.

MOGROTH AMBER TRADER

SIZE: 7'6"-8'2", 450-650 lbs.

PHYSICAL CHARACTERISTICS: Body covered with thick, buff-colored fur, sloth-like features

ATTRIBUTES: INT -3, STR +6, DEX +2, CON +6, SPD -4

HIT POINTS: 20

SPECIAL ABILITIES: Hide protects against biting insects/parasites, expert tree-climbers

SKILLS: Secondary combat, merchant/trader, herb lore

EQUIPMENT/POSSESSIONS: Loincloth, pouch (mung berries and leaves), shoulder pouch (1-4 pounds of amber fragments), club or cudgel, dredging net

WEALTH: d20 x 20 gold lumens in amber and quaga (violet pearls)

COMMENTS: Mogroth Amber Traders rarely venture beyond the borders of Taz, Vardune, or Jhangara. Somewhat slow and dullwitted, they are sometimes taken advantage of by crafty entrepreneurs from Faradun and Kasmir. Placid by nature, Mogroth generally abhor violence, but can become extremely dangerous if driven to anger.

MUD PEOPLE SHAMAN

SIZE: 6'-6'4", 300-460+ lbs.

PHYSICAL CHARACTERISTICS: Loose-fitting brown skin, four legs, heavy tail, toad-like features, webbed hands and feet

ATTRIBUTES: STR +4, DEX -4, SPD +2 (in water or mud; -2 on dry land)

HIT POINTS: 18

SPECIAL ABILITIES: Amphibious; claws and tail are 8-point weapons

SKILLS: Secondary combat, magical training, cult rituals

EQUIPMENT/POSSESSIONS: Thorn dagger, sack with cord (slung over back)

WEALTH: d20 x 10 gold lumens in amber and quaga (violet pearls)

COMMENTS: Mud People Shamans know nothing of spell casting. Their limited powers are derived from their reverence of Moorg, the Mud God. The Mud People call themselves the Moorg-Wan ("Spawn of Moorg").

MUD PEOPLE SWAMP-WARRIOR

SIZE: 6′-6′4″, 300-460 + lbs.

PHYSICAL CHARACTERISTICS: Loose-fitting brown skin, four legs, heavy tail, toad-like features, webbed hands and feet

ATTRIBUTES: INT -2, STR +4, DEX -3, SPD +2 (in water or mud; -2 on dry land)

HIT POINTS: 18

SPECIAL ABILITIES: Amphibious; claws and tail are 8-point weapons, skin equal to leather armor

SKILLS: Primary combat; engineer (mud-mining only), weaponer or healer

EQUIPMENT/POSSESSIONS: Thorn dagger, bwan, sack with cord (slung over back)

WEALTH: d10 x 10 gold lumens in amber and quaga (violet pearls)

COMMENTS: The Mud People are aggressive and warlike in nature. The Ahazu are their sworn enemies, and conflicts between the two races are common. They are valued as slaves, primarily by the Imrians, who employ them as laborers and mud-miners.

MUSE ESTHESIAN

SIZE: 5′6″-6′, 80-140 lbs.

PHYSICAL CHARACTERISTICS: Skin/hair colored either pastel turquoise, violet, rose, aquamarine; delicate features, butterfly-like wings

ATTRIBUTES: INT +3, WILL -4, PER +3, STR -3, DEX +3, CON -4

HIT POINTS: 10

SPECIAL ABILITIES: Natural empath, limited flight (ten minutes maximum before needing to rest for twice as long)

SKILLS: Secondary magic (natural talent), art, musicianship, artificer, herb lore

EQUIPMENT/POSSESSIONS: Gossamer robe, one or more musical instruments, loom (for weaving gossamer), pouch (pigments, blossoms, nectar, etc.)

WEALTH: None (Muses care nothing for riches)

COMMENTS: Muses can remain airborne for only two minutes per level of ability, and must rest for twice as long before again taking to the air. Sensitive and delicate creatures, they love music and art, but are averse to toil; hence, they create only as the mood suits them. Their wares are treasured throughout the Seven Kingdoms and beyond.

NAGRA HUNTER

SIZE: 5′2″-6′, 80-160 lbs.

PHYSICAL CHARACTERISTICS: Mottled grey-green skin, ebony eyes, peaked skull, black fangs

ATTRIBUTES: PER +4, DEX +2, CON +2

HIT POINTS: 14

SPECIAL ABILITIES: Spirit tracking (see **SKILLS: SPECIAL ABILITIES**)

SKILLS: Secondary combat, tracking, hunting, stalking, snares, camouflage, mountain climbing, concoct poisons, plus scout or healer/herb lore

EQUIPMENT/POSSESSIONS: Loincloth and cape of winged ape's hide, pouch (slung over shoulder with cord), exomorph or tarkus fang earrings, ankle and wrist bands of woven plant fibers, blowgun with pouch of twenty poison darts, bone long knife

WEALTH: d10 x 6 gold lumens in small, uncut black diamonds

COMMENTS: The Nagra shun beasts and conveyance, preferring instead to travel on foot. They are practically tireless runners who can cover distances of up to thirty miles a day with ease. Though fierce and aggressive by nature, they are valued as scouts and guides. Few appreciate their taste for serpents, which the Nagra eat uncooked and alive.

NA-KU CANNIBAL

SIZE: 6′-6′2″, 160-200 lbs.

PHYSICAL CHARACTERISTICS: Oily indigo blue skin, yellow eyes, skull-like visage, serpentine tail, hunched torso

ATTRIBUTES: INT -2, WILL -2, DEX +2

HIT POINTS: 10

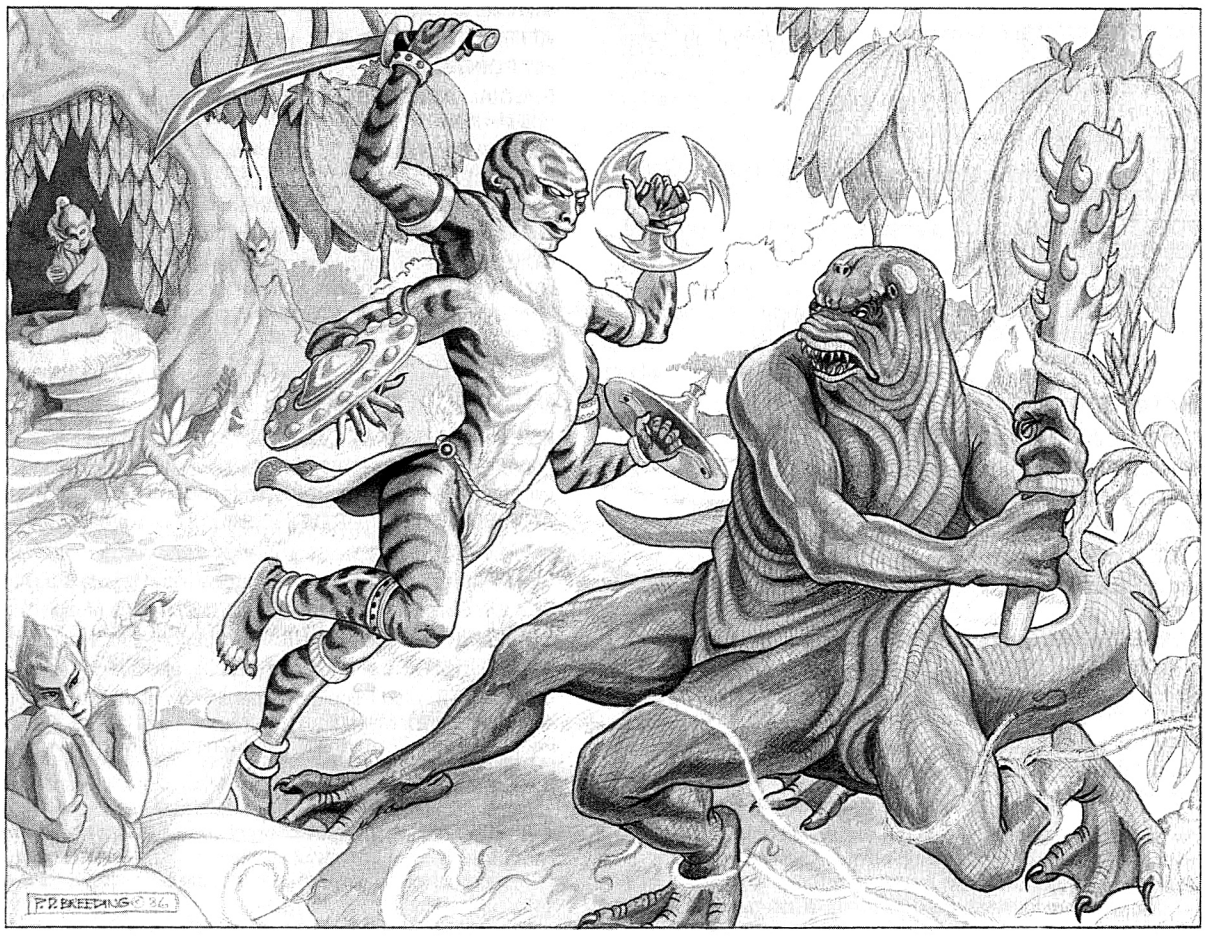
SPECIAL ABILITIES: Tail may be used to grasp

SKILLS: Secondary combat, hunting, stalking, tracking, camouflage

EQUIPMENT/POSSESSIONS: Loincloth of animal hide or skin, bow with quiver of twelve venomwood arrows, bone dagger or spear, pouch

WEALTH: None

COMMENTS: The Na-Ku are evil creatures who prey on other humanoids, whom they capture and eat alive. Superstitious and ignorant by nature, they are in awe of magic, and serve their witchdoctors without question.



NA-KU WITCHDOCTOR

SIZE: 6′-6′2″, 160-180 lbs.

PHYSICAL CHARACTERISTICS: Oily indigo blue skin, yellow eyes, skull-like visage, serpentine tail, hunched torso

ATTRIBUTES: INT +1, WILL +1, PER +2

HIT POINTS: 10

SPECIAL ABILITIES: Tail may be used to grasp

SKILLS: Secondary magic, primitive magical talents, combat training

EQUIPMENT/POSSESSIONS: Loincloth of humanoid skin, necklace of bones, ritual bone flute and drum, scroll of spells (made of skin), bone dagger or bow with quiver of ten venomwood arrows

WEALTH: d20 x 20 gold lumens in uncut black diamonds

COMMENTS: Na-Ku Witchdoctors revere Aberon, Lord of Demonkind. They serve the Na-Ku's king, a horrible and obese creature rumored to be half-demon (see **NA-KU CANNIBAL**).

NEFARATAN BLACK SAVANT

SIZE: 6′6″-6′10″, 160-200 lbs.

PHYSICAL CHARACTERISTICS: Stoop-shouldered and gaunt, cold black eyes

ATTRIBUTES: INT +5, CHA -10 (see **COMMENTS**)

HIT POINTS: 14

SPECIAL ABILITIES: See invisible/astral presences

SKILLS: Primary magic, metaphysical doctrines (diabolism), pilot/navigator (Nefaratan galley only), inscribe spells, concoct potions, create homonculi, enchant items, combat training (?)

EQUIPMENT/POSSESSIONS: Veiled headdress, cloak, robes and gloves of black satin, black iron and silver-bound spell book, staff

WEALTH: Unknown

COMMENTS: The Black Savants are greatly feared by other folk. They avoid contact with outsiders, and communicate mainly by means of arcane signs and gestures. Consequently, very little is known of their isolated homeland, their culture or their motives.

OCEANIAN SEA NOMAD

SIZE: 5′-6′, 100-200 lbs.

PHYSICAL CHARACTERISTICS: Olive green skin, sea green hair

ATTRIBUTES: WILL +2, STR +1, DEX +2, CON +3

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Primary combat, navigator/pilot (Zaratan), hunting (aquatic), plus one additional trade/craft

EQUIPMENT/POSSESSIONS: Vest of irridescent scales, loincloth of rainbow kra's hide, necklace of colored shells, lacquered tortoise shell shield, blowfish helm, pouch, bone dagger, flange-bow with quiver and two dozen quill bolts, barbed spear or kra-bone sword, Zaratan steed

WEALTH: d10 x 10 gold lumens in radiants (Oceanian currency; Sea Demons' scales)

COMMENTS: The Oceanians will not dare to so much as set foot on solid land, fearing that doing so will activate an ancient curse placed upon their people by a terrible hag named Jezem. Consequently, the Sea Nomads have adapted well to their watery environs, and are excellent swimmers, divers and seamen.

PHANTASIAN DREAM MERCHANT

SIZE: 6′8″-7′2″, 120-180 lbs.

PHYSICAL CHARACTERISTICS: Pale skin, amber-colored hair, narrow build

ATTRIBUTES: INT +2, WILL -1, PER +4

HIT POINTS: 12

SPECIAL ABILITIES: Detect magic by sight (requires full concentration)

SKILLS: Secondary magic, concoct powders, concoct elixirs, concoct potions, create dream essence, navigator/pilot (windship), alchemical training, inscribe spells

EQUIPMENT/POSSESSIONS: Long robe, conical cap, necklace of colored crystals, spell book, sky chart (scroll, with ivory case), 2-8 amber crystal vials of dream essence (various types)

WEALTH: d10 x 2 gold lumens in mixed coins

COMMENTS: Once among the most skilled practitioners of magic, the Phantasians have forgotten much of the fabled knowledge possessed by their ancient ancestors. They earn a poor living by selling dream essence, a costly product deemed too extravagant by most Talislantans. Some Phantasians still own windships, though most of these are old and in need of repair.

QUAN NOBLE

SIZE: 5′-6′, 180-280 + lbs.

PHYSICAL CHARACTERISTICS: Pale skin, bloated and corpulent physique, unhealthy appearance

ATTRIBUTES: STR -3, DEX -3, CON -3

HIT POINTS: 8

SPECIAL ABILITIES: None

SKILLS: Administrator

EQUIPMENT/POSSESSIONS: Rich apparel (robes, slippers, etc.), costly jewelry of all sorts, a palatial estate with 20-40 + slaves, male and/or female harem of 20 + consorts from various lands, make-up case (males and females)

WEALTH: d20 x 5000 gold lumens in Quan emperors (worth 100 gold lumens apiece) and other valuables

COMMENTS: Once a barbarian people, the Quan have grown rich at the expense of the people subjected long ago by their ancestors. They wield supreme power and influence, and are attended by hosts of fawning servitors and slaves. Among these perverse and degenerate folk, obesity is considered a sign of success, and ostentatious displays of wealth are much in vogue.

RAHASTRAN WIZARD

SIZE: 5′8″-6′4″, 130-190 lbs.

PHYSICAL CHARACTERISTICS: Dark complexion, black hair, bright blue eyes, angular frame

ATTRIBUTES: INT + 3, WILL -2, PER + 4

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Primary magic, magical operations, concoct powders, concoct elixirs, enchant items, combat training, herb lore, inscribe spells

EQUIPMENT/POSSESSIONS: Long coat, breeches, cloak and cap of blue fustian, belt and bandolier pouches, 2-8 amber crystal vials (elixirs), zodar deck with ivory case (inlaid with serpentine), amethyst pendant, traveler's satchel, Greymane steed

WEALTH: d10 x 4 gold lumens, plus a like quantity of silver pieces

COMMENTS: Rahastran Wizards are wanderers, who trust to the luck of the zodar. To these individuals, life is an intricate game of chance. Moody and introspective, the Rahastrans ascribe sentient virtues to their cards, and are skilled gamblers.

RAJAN DESERT WARRIOR

SIZE: 5′4″-6′4″, 100-200 lbs.

PHYSICAL CHARACTERISTICS: Dark brown skin, black hair, blood-red eyes (see **COMMENTS**)

ATTRIBUTES: INT -2, PER + 2 (Shadinn: STR + 3)

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Secondary combat, mounted combat (aht-ra, land lizard, or equs), scout

EQUIPMENT/POSSESSIONS: Cloak, veiled turban, partial plate armor of black iron, shield, scimitar, dagger of horn short bow with quiver of twenty arrows, pouch, and aht-ra, land lizard or Greymane steed

WEALTH: d10 x 5 silver pieces

COMMENTS: Tribes related to the Rajans include the Aramut and Zagir (both somewhat shorter in stature), the Shadinn (veritable giants, averaging almost seven feet in height and over 250 lbs. in weight), and the Virds (a mongrel people with divergent physical characteristics). All are fanatics, who obey orders without question.

RAJAN ASSASSIN (TORQUAR)

SIZE: 5′6″-6′10″, 140-300 + lbs.

PHYSICAL CHARACTERISTICS: Dark brown skin, black hair, blood-red eyes

ATTRIBUTES: DEX + 2, SPD + 2

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Secondary combat, assassinate, concoct poisons, hide, tracking, tail, stalk, torture, interrogate

EQUIPMENT/POSSESSIONS: Veiled headdress, cloak, loose-fitting garments cinched at wrists and ankles with silken cords (used for strangling), pouch (with 2-8 vials of poison and/or toxic powders), da-khar, two daggers

WEALTH: d20 x 10 gold lumens (The Torquar are paid by the Necromancers of the Black Mystic cult)

COMMENTS: The Torquar are the loyal servants of the Black Mystic cult, which exports terrorism and subterfuge throughout the eastern lands. Certain of their number serve as torturers, inquisitors or personal bodyguards of the Khadun and his Necromancer priests.

RAJAN NECROMANCER

SIZE: 5′4″-6′4″, 100-200 lbs.

PHYSICAL CHARACTERISTICS: Dark brown skin, black hair, blood-red eyes

ATTRIBUTES: INT +2, WILL +3, STR -1, CON -2

HIT POINTS: 10

SPECIAL ABILITIES: Ability to manifest a third eye (at level 12) capable of seeing invisible/astral presences

SKILLS: Primary magic, cult rituals, concoct poisons, concoct elixirs, enchant items, metaphysical doctrines (spirit realm), primitive magical talents (masks only), inscribe spells

EQUIPMENT/POSSESSIONS: Grey cloak, robes, head dress, gloves; black iron death mask, ornate belt, staff with death's head, spell book bound in kaliya hide, 2-8 amber crystal vials in pockets of cloak (toxic powders, elixirs, etc.)

WEALTH: d20 x 200 gold lumens in coins, gems and other valuables

COMMENTS: Rajan Necromancers serve as cult priests and priestesses of the grim entity known as death. Like all Rajans, they are fanatically loyal to the Khadun, spiritual leader of the Black Mystic cult.

RAKNID WARRIOR

SIZE: 6′-6′8″, 200-300 lbs.

PHYSICAL CHARACTERISTICS: Bodies encased in irridescent, chitenous exoskeleton, segmented tail, insectoid features (water raknids have gills and webbed claws)

ATTRIBUTES: INT (see **COMMENTS**), STR +4, DEX +2, CON +6

HIT POINTS: 14

SPECIAL ABILITIES: Leap (up to twenty feet), sting causes paralysis (duration: ten minutes), water raknids are amphibious, claws are 8-point weapons, exoskeleton as per chain mail, immune to magical influence or control

SKILLS: Primary combat (natural ability)

EQUIPMENT/POSSESSIONS: None

WEALTH: None

COMMENTS: Raknids share an evil hive-mentality, and are subject to the telepathic commands of their hive's queen. Instinctively, they kill to help preserve and propagate their insidious species.

SARISTA ROGUE

SIZE: 5′-6′, 80-180 lbs.

PHYSICAL CHARACTERISTICS: Olive complexion, green eyes, black hair, males wear neatly trimmed mustaches and beards

ATTRIBUTES: CHA +2, DEX +4

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Secondary combat, magical training, legerdemain, any two additional performing talents, any five thieving talents (except ASSASSINATE)

EQUIPMENT/POSSESSIONS: Colorful cloak, sash, beret, flamboyant garments, high boots of soft animal hide, pouch (thieves′ tools), dueling sword, dagger, Greymane mount

WEALTH: d10 x 5 gold lumens, plus half this figure in silver and copper pieces

COMMENTS: The Sarista are a gypsy people, highly animated and emotional in nature. Educated from childhood in the traditions of their ancestors, Sarista are expert thieves, performers and con-artists. Accordingly, they are regarded with some suspicion by other folk, and seldom stay in one place for long.

SAURAN DRAGON RIDER

SIZE: 6′6″-7′, 350-450 lbs.

PHYSICAL CHARACTERISTICS: Scaly rust-brown hide, reptilian features, fangs and claws, heavy tail

ATTRIBUTES: INT -2, STR +5, DEX -2, CON +4, SPD -2

HIT POINTS: 16

SPECIAL ABILITIES: Hide equal to leather armor, immunity to poison/fire, converse with all reptile species, use tail to strike opponents if attacked from behind (8-point weapon)

SKILLS: Primary combat, mounted combat (land dragon and land lizard/mangonel lizard); plus armorer, weaponer, engineer (siege/fortifications or city/settlement) or artificer

EQUIPMENT/POSSESSIONS: Animal hide loinclout, necklace of hammered red iron discs and/or armbands of same, Sauran war axe, war whip, dagger, pouch (slung over shoulder on cord), dragon icon (red iron alloy, worn on cord around neck)

WEALTH: d20 x 10 gold lumens in small, uncut firegems

COMMENTS: The Saurans are aggressive and warlike, though not all are the enemies of men. Cold makes them sluggish (-2 **COMBAT RATING**), but they are unaffected by heat, lending credence to the theory that Saurans are descended from the race of dragons. About 10 percent of the Sauran population possesses the ability to change the color of their hide, like chameleons.

SAURUD WARRIOR

SIZE: 7'6"-8', 500-700 lbs.

PHYSICAL CHARACTERISTICS: As per Sauran, but more massive and brutish

ATTRIBUTES: INT -6, STR +7, DEX -4, CON +5, SPD -4

HIT POINTS: 20

SPECIAL ABILITIES: Hide equal to chain mail, immunity to poison/fire, converse with all reptile species, use tail to strike opponents if attacked from behind

SKILLS: Primary combat

EQUIPMENT/POSSESSIONS: Loincloth, red iron or copper alloy armbands, giant stone war club

WEALTH: d10 x 4 gold lumens in mixed coins and/or small, uncut firegems

COMMENTS: Sauruds are huge, brutish and lacking in intelligence. Cold renders them immobile (resist vs **CONSTITUTION RATING**), though they are unaffected by heat and flame. Sauruds are quite rare, the species possibly being on the verge of extinction. Of those who survive, many dwell among the Sauran clans. Others may be found in the wilderlands, where they are in great demand as bodyguards and sentinels.

SAWILU WHITE WITCH/WARLOCK

SIZE: 5'4"-6', 80-140 lbs.

PHYSICAL CHARACTERISTICS: Albino, slightly built, plumes decorating head and neck

ATTRIBUTES: INT +3, PER +2, CHA +8, CON -2

HIT POINTS: 12

SPECIAL ABILITIES: Spell-weaving (see **SKILLS: SPECIAL ABILITIES**)

SKILLS: Secondary magic, cult rituals (faith healing and banish only; see **COMMENTS**), primitive magical talents (fetishes only), song, dance, seduce

EQUIPMENT/POSSESSIONS: Costume of colorful feathers, combs made of irridescent sea dragon's scales, fans made of feathers

WEALTH: d6 x 3 gold lumens in pearls

COMMENTS: The Sawilu have a cult revolving around the worship of Arial, Goddess of the South Wind. Passive by nature, Sawilu are favored as slaves by the Imrians. Sawilu courtesans can command prices in excess of one thousand gold lumens.

SINDARAN COLLECTOR

SIZE: 7'-7'4", 180-220 lbs.

PHYSICAL CHARACTERISTICS: Rough sandy-hued skin, narrow eyes, ridge of six horn-like protrusions running along crest of skull, bony chin spur, emaciated appearance

ATTRIBUTES: INT +8, WILL +4, STR -1

HIT POINTS: 10

SPECIAL ABILITIES: Dual-encephalon (see **SKILLS: SPECIAL ABILITIES**)

SKILLS: Alchemical training, all "concoct" skills, any four scholarly pursuits (one side of brain), secondary combat and any two trades and crafts (second side of brain)

EQUIPMENT/POSSESSIONS: Silk loincloth, arm and leg bracers, cape, bandolier pouches (with 2-12 amber crystal vials of toxic powder), silver blowtube, silver earrings and necklace, trivarian (see **COMMENTS**), collection (scrolls, curios, antiques, birds or some other category of collectibles), alchemical apparatus, flask of skoryx (Sindaran liquor)

WEALTH: d20 x 100 gold lumens in mixed coins and collectibles

COMMENTS: The Sindarans, with their two-sided brains, are a race possessed of extraordinary intellectual capabilities. They are avid collectors, and are fascinated by the art of alchemy. One of their favorite pastimes is trivarian, a complex game which is largely incomprehensible to non-Sindarans.

STRYX NECROMANCER

SIZE: 5'10"-6'2", 140-180 lbs.

PHYSICAL CHARACTERISTICS: Grey and black feathers, leathery wings, vulture-like features, clawed appendages

ATTRIBUTES: INT +2, PER +3, STR -1, SPD +5 (airborne; -1 on the ground)

HIT POINTS: 10

SPECIAL ABILITIES: Flight, gliding

SKILLS: Secondary magic, concoct poisons, cult rituals, primitive magical talents, combat training, inscribe spells

EQUIPMENT/POSSESSIONS: Animal hide loincloth, black iron bracers, scroll of spell (animal hide with bone case), bone or iron dagger

WEALTH: d20 x 10 gold lumens in mixed coins, gemstones and miscellaneous baubles

COMMENTS: Stryx Necromancers revere Taryx, the Vulture God. The Taryx cult has adherents throughout Urag (see **STRYX WARRIOR**).

STRYX WARRIOR

SIZE: 5'10"-6'2", 140-180 lbs., wingspan: 20 + ft.

PHYSICAL CHARACTERISTICS: Grey and black feathers, leathery wings, vulture-like features, clawed appendages, horns

ATTRIBUTES: PER +3, STR +1, DEX -2, SPD +6 (airborne; -1 on the ground)

HIT POINTS: 10

SPECIAL ABILITIES: Flight, gliding

SKILLS: Primary combat, scout (airborne), hunting, interrogate, torture, coerce

EQUIPMENT/POSSESSIONS: Animal hide loincloth, black iron bracers, necklace of uncut semi-precious stones, dagger, polehook, pouch

WEALTH: d10 x 5 gold lumens in mixed coins, small gemstones

COMMENTS: Stryx are vile creatures who feed on carrion, and creatures weaker than themselves. They are the erstwhile allies of the Ur clans, who employ them as airborne troops and reconnaissance.

SUNRA MARINER

SIZE: 5'10"-6'4", 120-180 lbs.

PHYSICAL CHARACTERISTICS: Skin covered with fine silvery scales, smooth features, deep blue eyes

ATTRIBUTES: INT +3, PER +2, CHA -2, SPD +4 (underwater; otherwise average)

HIT POINTS: 10

SPECIAL ABILITIES: Semi-aquatic (can breathe underwater for up to twenty-four hours)

SKILLS: Secondary combat, navigator/pilot (dragon barque), cartography

EQUIPMENT/POSSESSIONS: Cloak and loinclout of Mandalan silkcloth, boots of rainbow kra's hide, spear, dagger, astrolabe, sea chart (scroll, with kra scrimshaw case), quill pen and crystal vial of sepia ink

WEALTH: None (Sunra are slaves of the Quan)

COMMENTS: The Sunra are an advanced, semi-aquatic race conquered by the Quan. They live within the coral city of Isalis, and serve the Quan as pilots, mariners and fishermen. The Sunra are unsurpassed as navigators, and are among the few Talislantans who do not fear to sail the open sea.

THAECIAN ENCHANTER

SIZE: 6'-6'6", 100-160 lbs.

PHYSICAL CHARACTERISTICS: Silvery skin, deep blue hair, distinctive features, slender physique

ATTRIBUTES: INT +3, CHA +3, PER +3

HIT POINTS: 10

SPECIAL ABILITIES: None

SKILLS: Secondary magic, magical operations, concoct potions, artificer, brewer/vintner (Thaecian nectar), enchant items, inscribe spells

EQUIPMENT/POSSESSIONS: Diaphanous gossamer robes, gossamer purse and shoulder pouch, silver bound spell book, 1-4 amber crystal vials (potions) and spheres (Thaecian orbs), flask of Thaecian nectar

WEALTH: d20 x 100 gold lumens in mixed coins and/or gemstones

COMMENTS: Thaecians are devout pleasure-seekers who shun hard work in favor of more pleasant pastimes. They are enamored of magic, and are partial to Thaecian nectar, a drink noted for its exotic flavor and exhilarating properties.

THRALL WARRIOR

SIZE: 6'8", 300 lbs. (male); 6'4", 200 lbs. (female)

PHYSICAL CHARACTERISTICS: Hairless, devoid of pigment, body covered with colorful tattoos, muscular build

ATTRIBUTES: INT -4, WILL +2, STR +4, DEX +2, CON +4, SPD +1

HIT POINTS: 16

SPECIAL ABILITIES: Immune to fear, inability to comprehend magic

SKILLS: Primary combat, mounted combat, weaponless combat

EQUIPMENT/POSSESSIONS: Loincloth, sandals, dagger, greatsword with shoulder sheath, garde (parrying armor), mangonel lizard or Greymane steed

WEALTH: d20 x 5 gold lumens in mixed coins

COMMENTS: The Thralls are a race created by sorcerous hybridization. Bred for combat, they excel as warriors, but possess little aptitude for any other profession. Except for differences in sex, all Thralls look exactly alike. To compensate for this, Thralls decorate their bodies from head to foot with elaborate and highly individualistic tattoos. They are the mercenary protectors of the Seven Kingdoms.

UR CLAN SHAMAN

SIZE: 7'-8', 500-600 + lbs.

PHYSICAL CHARACTERISTICS: Yellow-grey hide, black eyes/white pupils, bestial features, shaven head

ATTRIBUTES: INT -1, WILL +4, STR +4, DEX -3, CON +5

HIT POINTS: 16

SPECIAL ABILITIES: Night vision, read emotions (range: 20 ft.)

SKILLS: Secondary combat, magic training, primitive magical talents (fetishes only), healer

EQUIPMENT/POSSESSIONS: Yaksha hide cloak, loincloth and boots, bone dagger, necklace of claws and fangs, shoulder and belt pouch, three-eyed idol icon (stone)

WEALTH: d20 x 10 gold lumens in mixed coins and gemstones

COMMENTS: Ur Shamans are inept spell casters whose limited powers may be derived through their reverence of the mysterious stone idols found scattered across the land of Urag (see **UR WARLORD**).

UR WARLORD

SIZE: 7'-8', 500-600 + lbs.

PHYSICAL CHARACTERISTICS: Yellow-grey hide, black eyes/white pupils, bestial features, hair worn in double or triple topknots

ATTRIBUTES: INT -2, STR +6, DEX -2, CON +6, SPD -2

HIT POINTS: 20

SPECIAL ABILITIES: Night vision, read emotions (range: 20 ft.; see **COMMENTS**)

SKILLS: Primary combat, mounted combat (ogriphant), command ability or engineer (siege and fortifications)

EQUIPMENT/POSSESSIONS: Spiked black iron plate armor, bracers and arm bands; yaksha hide loincloth, cloak and boots, necklaces of fangs and claws, yaksha-paw club, stone axe and/or dagger, pouch

WEALTH: d6 x 100 gold lumens in mixed coins, gemstones and/or plunder from raids

COMMENTS: The Ur are a cruel and domineering race set on conquest of the western lands. They are the masters of the Darkling race, and allies of the Stryx. Ur possess the ability to read strong emotions (hate, fear, love, etc.), which they use to their advantage whenever possible.

VAJRA ENGINEER

SIZE: 4'8"-5'4", 140-200 lbs.

PHYSICAL CHARACTERISTICS: Body covered with overlapping, orange-brown plates, squat, heavy-limbed

ATTRIBUTES: STR +3, CON +4, SPD -2

HIT POINTS: 16

SPECIAL ABILITIES: Plated skin is equal to chain mail armor, burrow in ground (one foot per minute)

SKILLS: Secondary combat, engineer (mines/fortifications, siege engines and one specialty of choice), geography

EQUIPMENT/POSSESSIONS: Loincloth, wide belt (for tools), iron spear, shoulder pack

WEALTH: None (Vajra are slaves of the Quan)

COMMENTS: The Vajra are a humorless race of subterraneans conquered long ago by the Quan. They are among the most skilled of Talislantan engineers, and take great pride in their work.

XAMBRIAN WIZARD HUNTER

SIZE: 5′6"-6′2", 100-180 lbs.

PHYSICAL CHARACTERISTICS: Deathly white skin, raven hair, dark violet eyes, hard features

ATTRIBUTES: INT +1, WILL +1, PER +2, CHA -4

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Secondary combat, secondary magic (see **COMMENTS**), tracking, stalking, stealth, interrogate, traps, snares, tailing, hide, concoct powders

EQUIPMENT/POSSESSIONS: Vest, tight breeches and boots of black strider's hide, gauntlets of fine silver chain mesh, cloak, Greymane (or ontra) steed, large shoulder pouch, twin daggers, choice of second weapon, scroll of spells (animal hide) and bone case

WEALTH: d10 x 20 gold lumens

COMMENTS: Xambrians bear a vendetta against descendants of the ancient Quaranian wizards, who enslaved and eventually exterminated most of their ancestors during the latter part of the Forgotten Age. They employ magics primarily as counterspells vs wizards, whom many Xambrians hunt for gold. Chaotic and unpredictable, they are regarded with suspicion in many lands.

XANADASIAN SAVANT

SIZE: 5′10"-6′2", 130-170 lbs.

PHYSICAL CHARACTERISTICS: Golden skin, almond eyes, white hair, slender build

ATTRIBUTES: INT +2, WILL +4, PER +3

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Secondary magic, inscribe spells, Talislantan history, Talislantan culture, linguistics, plus any three scholarly pursuits and/or trades and crafts

EQUIPMENT/POSSESSIONS: Silver and black robes, cloak and cap (decorated with arcane symbols), large leather-bound tome, amber crystal inkwell, quill pens, amber crystal scrying sphere, scrolls (spells)

WEALTH: None (Xanadasian scholars value knowledge, not gold)

COMMENTS: The Savants of Xanadas are recluses, who dwell in the Temple of the Seven Moons high atop Mt. Mandu. There, the Savants gaze into crystal spheres, recording events of note in massive leather-bound tomes. Those who visit the temple seeking knowledge and enlightenment are treated with hospitality; individuals who come seeking personal gain may find the Savants to be less than personable hosts.

YITEK TOMB-ROBBER

SIZE: 5′6"-6′4"

PHYSICAL CHARACTERISTICS: Brown skin and hair, angular features, lean build

ATTRIBUTES: INT +2, CHA -4 (see **COMMENTS**), PER +3, DEX +2

HIT POINTS: 12

SPECIAL ABILITIES: See well in darkness

SKILLS: Secondary combat, mounted combat (aht-ra), lock picking, traps, stealth, antiquarian, merchant/trader (selling artifacts related to work)

EQUIPMENT/POSSESSIONS: Veiled head dress, cape, loose-fitting garments of woven gauze; pouch and shoulder sack, thieves' tools, dagger, scimitar, batra or tatra steed

WEALTH: d20 x 10 gold lumens in various coins and/or curios

COMMENTS: The nature of the Yitek's profession causes many people to avoid prolonged or unnecessary contact with these nomadic folk. The Djaffir mark them as friends, for both share a common hatred for the Farad. The Djaffir also seem to have an appreciation of the Yitek's morbid sense of humor, which others often find somewhat distasteful.

YRMANIAN WILDMAN/WILDWOMAN

SIZE: 5′6"-6′2", 130-230 lbs.

PHYSICAL CHARACTERISTICS: Light brown skin, bestial features, simian build, hair worn in numerous braids

ATTRIBUTES: INT -6, WILL +6, PER -4, STR +2, CON +4

HIT POINTS: 14

SPECIAL ABILITIES: None

SKILLS: Secondary combat (due to mental instability), tracking, hunting, mountain climbing, herb lore (as pertains to death's angel only)

EQUIPMENT/POSSESSIONS: Animal hide loincloth, arm and leg wrappings, pouch (slung over shoulder on cord), r'ruh

WEALTH: d10 x 10 gold lumens in semi-precious stones

COMMENTS: Yrmanian Shamans may or may not possess any magical abilities (if so, add the *primitive magical talents* and *healer* skill). Most have been rendered unstable, if not actually insane, from ritual drug use.

ZA BANDIT

SIZE: 5′6"-6′, 90-190 lbs.

PHYSICAL CHARACTERISTICS: Wrinkled yellow-green skin, deepset eyes, shaved skull, males wear mustache in long braids

ATTRIBUTES: INT -1, WILL -1, STR +2, CON +4

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Secondary combat, mounted combat, tracking, stalking, scout, camouflage, appraise treasure

EQUIPMENT/POSSESSIONS: Loincloth, head bank, necklace of hammered black iron discs, armbands, horn short bow with quiver of twenty barbed arrows, Za broadsword dagger, Greymane steed (mane and tail braided)

WEALTH: d10 x 5 gold lumens in mixed coins and plunder

COMMENTS: Za are fierce and cruel, seldom taking prisoners in their raids. It is their custom to drink the blood of valorous opponents from skull cups in the belief that this will bestow upon them an additional measure of courage and strength. Clans who have lost their leader sometimes hire out as mercenaries, usually in Faradun or Rajanistan. The Eastern Za clans are notorious slavers, who prey upon caravans, travelers and lesser tribes. Their primary customers are the Rajans, and to a lesser extent, the Farad, Quan and Hadjin.

ZANDIR CHARLATAN

SIZE: 5′6"-6′, 100-180 lbs.

PHYSICAL CHARACTERISTICS: Topaz skin (enhanced with colored pigments), black hair, green eyes

ATTRIBUTES: INT +2, WILL -2

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Secondary magic, legerdemain, oratory, concoct elixirs, concoct powders, magical operations, combat training, any two thieving talents (except ASSASSINATE)

EQUIPMENT/POSSESSIONS: Cape of silken brocade, velvet blouse and trousers, curl-toed boots, hair confined in silver bands, leather-bound spell book, pouch (with 1-4 elixirs), choice of one weapon

WEALTH: d20 x 5 gold lumens in Zandir crescents

COMMENTS: Zandir Charlatans are regarded as seers of the Paradoxist cult by their people, and so are much admired in Zandu. Elsewhere, they are considered to be on a par with mountebanks, frauds and other con-artists. They are amorous and hot-blooded, like all Zandir.

ZANDIR SWORDSMAN/SWORDSWOMAN

SIZE: 5′6"-6′2", 100-190 lbs.

PHYSICAL CHARACTERISTICS: Topaz skin (enhanced with colored pigments), black hair, green eyes

ATTRIBUTES: WILL -2, STR +1, DEX +2, SPD +1

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Primary combat, Zandir blademanship, mounted combat

EQUIPMENT/POSSESSIONS: Dueling sword, dagger, suit of fine black iron chain mail, cloak, knee-high boots, wineskin, Greymane steed

WEALTH: d20 x 10 gold lumens (if in the service of the Sultan; half this if mercenary)

COMMENTS: Zandir Swordsmen and Swordswomen are considered unmatched in the use of dueling sword. Like all Zandir, they are amorous and prone to frivolous behavior, and so are not always well-regarded as mercenaries.

CHARACTER TYPES

AAMANIAN ARCHIMAGE

ARDUA

ARIANE

ARIMITE KNIFE-FIGHTER

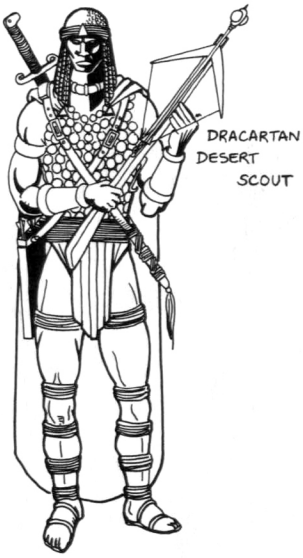
BEASTMAN

CHANA WITCHMAN

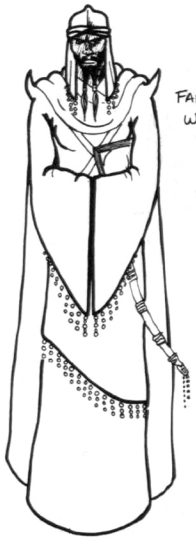
CYMRILIAN MAGICIAN

DANUVIAN SWORDS-WOMAN

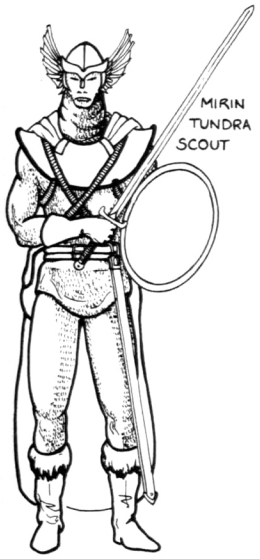
DARKLING

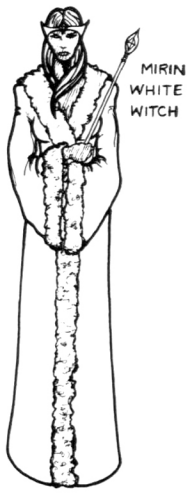

DRACARTAN DESERT SCOUT

DRACARTAN THAUMATURGE


FARAD WIZARD

GNOMEKIN
GREEN MAN
GRYPH
HADJIN
HARAKIN WARRIOR
ICE GIANT
IMRIAN SLAVER
JAKA MANHUNTER
JHANGARAN
KANG TRACKER
KANG WARRIOR
KASMIR
MANGAR CORSAIR


MIRIN
TUNDRA
SCOUT


MIRIN
WHITE
WITCH

MUSE

PHANTASIAN
DREAM
MERCHANT

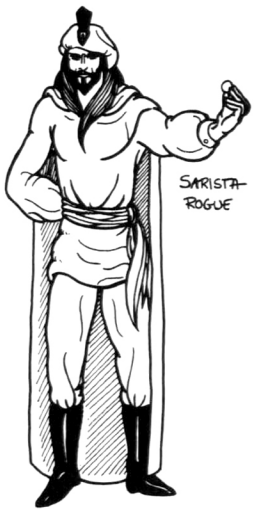
RAHASTRAN
WIZARD

RAJAN
ASSASSIN

RAJAN
DESERT
WARRIOR

RAJAN
NECROMANCER

RAKNID


SARISTA
ROGUE

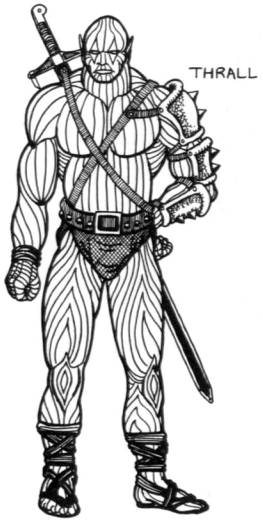
SAURAN

SINDARAN

STRYX

SUNRA
MARINER

THAECIAN
ENCHANTER


THRALL

UR
WARLORD

VAJRA

XAMBRIAN
WIZARD
HUNTER

YRMANIAN
WILDMAN

YITEK
TOMB-ROBBER

ZA
BANDIT

ZANDIR
CHARLATAN

ZANDIR
SWORDSMAN

APPENDIX TWO: SKILLS

LISTING OF SKILLS

BACKGROUNDS AND COMMON ABILITIES
City culture
Village culture
Nomadic culture
Primitive culture
Additional language
Agriculture
Animal husbandry
Barter
Conveyance
Etiquette
Haggling
Hunting/fishing
Identify flora and fauna
Literacy
Riding
Signal
Streetwise
Swimming
Underworld
Wilderness survival

COMBAT SKILLS
Primary combat
Secondary combat
Combat training
Kanquan
Mandaquan
Mounted combat
Tazian combat
Zandir Blademanship

MAGICAL/ALCHEMICAL SKILLS
Primary magic
Secondary magic
Magic training
Alchemical training
Alchemical operations
Concoct elixirs
Concoct medicinal mixtures
Concoct poisons
Concoct potions
Concoct powders
Create automaton
Create dream essence
Create homonculous
Cult rituals
Enchant items
Inscribe spells
Magical operations
Primitive magical talents
Thaumaturgic operations

PERFORMING TALENTS
Acrobatics
Art
Dance
Disguise
Legerdemain
Musicianship
Oratory
Sideshow talents
Song

SCHOLARLY PURSUITS
Antiquarian lore
Arcane lore
Astrology
Cartography
Cryptography
Diplomacy
Geography
Horticulture
Linguistics
Metaphysical doctrines
Talislantan culture
Talislantan history

THIEVING TALENTS
Appraise slaves
Appraise treasure
Assassinate
Bribe
Coerce
Con
Counterfeiting
Forgery
Gambling
Hide
Interrogate
Lip-reading
Lock picking
Pick pockets
Seduce
Stealth
Swipe
Tailing
Torture
Traps
Waylay

TRADES AND CRAFTS
Administrator
Agriculturist
Armorer
Artificer
Artisan
Beast trainer
Brewer/vintner
Caravan master
Engineer
Healer
Laborer
Litigant
Merchant/trader
Navigator/pilot
Weaponer

WILDERNESS SKILLS
Ambush
Beast lore
Camouflage
Evasion
Herb lore
Hunting
Mountain climbing
Scout
Snares
Stalking
Tracking

SPECIAL ABILITIES
Bodorian sound-sight
Commune with nature
Dual-encephalon
Influence plants
Natural empath
Shape-change
Sixth sense
Spell-weaving
Spirit tracking

BACKGROUNDS AND COMMON ABILITIES

The following is a list of possible backgrounds for characters, including the basic skills learned during the character's upbringing (pre-game career). Beginning characters may choose to be proficient in any *three* common abilities related to their background, *plus* the appropriate "customs" skill (Outcasts excepted). Additional related skills may be acquired as desired, at a cost of one experience point per each such skill; skills unrelated to one's own background can be learned from any individual who hails from such a background (cost to acquire in this case is two experience points per skill). A listing of background skills follows.

CITY: Individuals of this background will have been raised in a city of at least 10,000 inhabitants.

BASIC SKILLS: City culture, streetwise, literacy (two languages), additional language, haggling, riding or conveyance (not both), underworld.

VILLAGE: Individuals of this background will have been raised in a village or other permanent settlement, typically with a population well under 10,000 (degree of civilization will vary).

BASIC SKILLS: Village culture, conveyance (land or waterborne), riding, literacy; animal husbandry, agricultural or hunting/fishing (one only), haggling or barter (one only), swimming (if applicable).

NOMAD: Individuals of this background will have been raised among nomads (limited contact with civilized peoples).

BASIC SKILLS: Nomadic culture, riding (two types of steeds), wilderness survival, barter, conveyance, animal husbandry, identify flora and fauna.

OUTCAST: Individuals of this background have either fled or been driven from their native land, or have chosen to live outside of the law. **NOTE**: Outcasts have no culture except as pertains to their own group. In other surroundings, they simply do not fit in.

BASIC SKILLS: Any three non-culture skills, according to place of origin.

WILDERNESS: Individuals of this background will have been raised among primitive peoples in a wilderness environment (little or no contact with civilized peoples).

BASIC SKILLS: Primitive culture, riding, signal, identify flora and fauna, hunting/fishing, conveyance (waterborne only, if applicable to region), wilderness survival, swimming (if applicable to region).

LISTING OF COMMON ABILITIES

CITY CULTURE: Knowledge of city customs, including a basic familiarity with city layouts, civilized laws and mores, etc. Individuals without this basic skill will be lost and disoriented in any city.

VILLAGE CULTURE: Knowledge of village customs, including familiarity with local laws, traditions and the village's main source of livelihood (agricultural, fishing, mining, etc.). Individuals without this basic skill will appear out of place in any village setting, and can usually be pegged as outsiders by the locals.

NOMADIC CULTURE: Knowledge of nomadic customs, including familiarity with tribal (or clan) laws and beliefs, the migratory habits of herd animals, and so forth. To city and village dwellers, nomads seem quite barbaric. Individuals without this basic skill will find themselves subject to scrutiny as outsiders when among nomadic peoples, who may regard them with suspicion, distrust, and dislike.

PRIMITIVE CULTURE: Knowledge of primitive customs, including familiarity with tribal laws and beliefs (as applicable), wilderness surroundings, local flora and fauna, etc. To city and village dwellers, primitive peoples seem like savages; ignorant, superstitious, and possibly dangerous. Nomadic folk may be less inclined to make such judgements, depending on how much contact they have had with primitive tribes. With the possible exception of nomads, individuals without this basic skill will certainly be regarded as outsiders, and may be treated with awe or extreme violence.

ADDITIONAL LANGUAGE: Fluency in a language other than one's native tongue.

AGRICULTURAL: Basic knowledge of planting, harvest, livestock.

ANIMAL HUSBANDRY: Basic knowledge of domesticated animals, particularly those employed as steeds or burden/dray beasts; ability to appraise the relative worth of such beasts.

BARTER: Ability to obtain a fair value in any exchange of goods which does not involve the use of currency. Without this skill, individuals may expect to suffer a loss of 10-40 percent on any barter transaction.

CONVEYANCE: Ability to operate a single type of simple land or waterborne conveyance, such as a cart, wagon, raft, canoe, small skiff or punt, etc.

ETIQUETTE: Knowledge of the finer aspects of civilized behavior, including those delicate and well-rehearsed mannerisms which the higher classes hold so dear. Individuals without this skill will be considered boorish and crude by high-bred city dwellers, royalty, and the like.

HAGGLING: Ability to obtain fair value when purchasing or selling goods, typically from a merchant, shop owner, etc. Without this skill, individuals may expect to suffer a loss of 10-40 percent on any transaction involving currency.

HUNTING/FISHING: Basic knowledge of how to hunt, trap or fish for any type of game native to a given region.

IDENTIFY FLORA AND FAUNA: Basic knowledge of the plant and animal types indigenous to a given region; typically, this knowledge will be limited to such considerations as whether or not a plant or animal is edible, useful, dangerous, etc.

LITERACY: Ability to read and write a language.

RIDING: Ability to control one type of steed under normal (non-combat) conditions.

SIGNAL: Ability to communicate by means of smoke signals, drums, reflective crystals, etc.

STREETWISE: Knowledge of the typical scams and cons run by the least reputable members of a city's population, such as beggars, pick pockets, gamblers, charlatans, peddlers, etc. Individuals without this skill are considered to be "marks" (fair game for any likely scam) by disreputable city dwellers.

SWIMMING: Ability to keep afloat and maneuver unassisted in the water.

UNDERWORLD: Intimate knowledge of a city's criminal populace, and the customs peculiar to such highly disreputable groups of city dwellers (including thieves, cut-throats, assassins, smugglers, etc.).

WILDERNESS SURVIVAL: Ability to forage for food and water, navigate, and find or construct suitable shelter in the wilds.

COMBAT SKILLS

PRIMARY COMBAT: Full-time training in the art of weapon and/or weaponless combat. Individuals with this skill receive one attack per round (plus one attack per every five levels of ability gained), may be proficient in three weapons, and may gain proficiency in one new weapon per level. **COMBAT RATING** automatically improves by +1 per level. **COST TO ACQUIRE**: 50 experience points.

NOTE: Wild beasts and monsters possess natural abilities similar in effect to the primary combat skill, though weapon use may or may not be possible for such creatures. Those with two or more types of natural weaponry (claw, bite, sting, horns, tail, etc.) receive a like number of attacks per round. Creatures in this category do not gain additional attacks at high levels, however.

SECONDARY COMBAT: Part-time training in the art of weapon and/or weaponless combat. Individuals with this skill receive one attack per round (plus one attack per every seven levels of ability gained), may be proficient in two weapons, and may gain proficiency in one new weapon per every two levels. **COMBAT RATING** automatically improves by +1 per every two levels of ability gained. **COST TO ACQUIRE**: 25 experience points.

COMBAT TRAINING: Basic proficiency with one type of weapon or one style of weaponless combat. This skill improves an individual's **COMBAT RATING** by +1. Thereafter, **COMBAT RATING** improves by +1 per every four levels of ability gained. If an individual wishes to gain proficiency in an additional weapon or fighting style, this skill must be taken again. Individuals with this skill receive only one attack per round, regardless of level. **COST TO ACQUIRE**: 15 experience points.

MANDAQUAN: Proficiency in the Mandalan art of weaponless, defensive combat. The basic principle of mandaquan is passive resistance; avoiding harm by using intricate series of maneuvers to dodge or elude attacks. Mandaquan can be used vs any type of attack, including missile weapons, magical bolts, wild beasts, etc. There is no way to use mandaquan for offensive purposes.

KANQUAN: Proficiency in the vicious Kang style of weaponless combat. Basic moves include hand thrust, kick, double leaping-kick (employed vs two opponents at close range), head-butt (employed vs a grappling opponent), throw, and various disabling blows. Kanquan emphasizes offense and attack at the expense of defense.

MOUNTED COMBAT: Ability to fight at normal proficiency while mounted. Individuals with this skill will be able to employ any weapon that they are proficient with under such conditions, without penalty. **COST TO ACQUIRE**: 10 experience points.

TAZIAN COMBAT: Proficiency in the Thrall art of hand-to-hand combat, a complex mixture of fighting styles utilizing the garde (parry/attack armor, extending from shoulder to wrist). Basic moves include the garde-parry, garde-thrust or shoulder-smash (the latter attack being useful for battering down doors as well as foes), grapple (used to restrain an opponent) and body slam (used to subdue). Individuals with **STRENGTH RATINGS** lower than +4 cannot learn Tazian combat.

ZANDIR BLADEMANSHIP: Proficiency in the swashbuckling style of swordsmanship first made popular by the ancient Phaedrans, and later adopted by the Zandir; subsequently, the style spread to the Sarista and, by diverse routes, the rogues of Gao-Din. Zandir blademanship places a premium on flamboyant attacks and flourishes, utilizing either a lightweight dueling sword or sabre. The style confers a +1 advantage to **COMBAT RATING** when either of these weapons is employed.

MAGICAL/ALCHEMICAL SKILLS

PRIMARY MAGIC: Primary training in the magical arts. Individuals with this skill will have learned all the common *minor enchantments* and *basic spells*, and can cast spells from memory (two spells per day at first level, plus one additional spell per every level of ability gained), read magical scripts, and cast spells from written reference works. **MAGIC RATING** automatically improves by +1 per level. **COST TO ACQUIRE**: 100 experience points.

SECONDARY MAGIC: Secondary training in the magical arts. Individuals with this skill will have learned all the common *minor enchantments*, but not the *basic spells*, of Talislantan Magic; the latter must be acquired by the individual before they can be learned. Those with this skill can cast spells from memory (two spells per day at first level, plus one additional spell per every two levels of ability gained), decipher magical scripts (roll vs **INTELLIGENCE RATING**) and cast spells from written reference works. **MAGIC RATING** automatically improves by +1 per every two levels gained. **COST TO ACQUIRE**: 50 experience points.

MAGIC TRAINING: Tutelage in the magical arts. Individuals with this skill can decipher magical scripts (roll vs **INTELLIGENCE RATING**) and may attempt to cast spells from written works. This skill improves an individual's **MAGIC RATING** by +1. Thereafter, **MAGIC RATING** improves by +1 per every four levels gained. **COST TO ACQUIRE**: 25 experience points.

ALCHEMICAL TRAINING: Knowledge of alchemical lore and practices. Individuals with this skill will know how to prepare and preserve ingredients, identify mixtures by test, and utilize alchemical apparatus. **MODIFIER**: INT. **COST TO ACQUIRE**: 25 experience points.

ALCHEMICAL OPERATIONS: Ability to create various useful mixtures and substances. Time required to complete each operation is two weeks. Ingredients are as specified. **MODIFIER**: INT. Types include:

ADAMANT: Ten carats of powdered blue diamond and one pound of silver. A forge and metal worker's tools are required to undertake the operation, which yields a one-pound ingot of +1 adamant. To create +2 adamant, twenty carats of powdered blue diamond must be used instead of ten; +3 adamant requires thirty carats, and +4 adamant requires forty carats, per pound of metal. Due to cost considerations, adamant rated above +1 is exceedingly rare, and almost unknown outside of L'Haan; only Mirin alchemists know the secret of forging adamant.

ALCHAHEST: Five drams of vitriol and one dram of powdered contrary vine. Talislantan alchahest is a powerful acid, each one-pint dose being suffucient to dissolve up to one cubic foot of any non-magical substance. The substance is usually contained in vials of dense amber crystal. A direct hit with a full dose of alchahest will do forty points of damage to any living creature.

HOMONCULYTE: One dram each of seven different powdered herbs, seven different animal ingredients, seven carats each of powdered diamond, jade and violet pearl (quaga), plus seven ounces of quicksilver. Homonculyte is employed in the making of homonculi, the types of ingredients chosen determining the homonculous' physical and mental attributes (see **MAGICAL OPERATIONS**: *CREATE HOMONCULOUS*).

QUICKSILVER: Seven ounces of powdered silver, the juice of seven full-grown contrary vine plants, and one carat of powdered black diamond. Quicksilver is a magically animate liquid metal used in the making of enchanted weapons and the delicate silver matrices employed in the creation of simulacrums (see **ENCHANT ITEMS**).

VITRIOL: Seven drams of powdered mung-berries, the juice of seven full-grown yellow stickler plants, and a dram each of powdered sulphur and red iron. Talislantan vitriol is a powerful adhesive which can be used to bond organic or inorganic materials of any sort (except quicksilver; vitriol can only be contained in vials lined with this magically animate metal). Vitriol hardens in one minute, creating an

unbreakable bond. Only alchahest will serve to dissolve this glassine substance. The operation yields ten drams of vitriol, sufficient to cover up to two square feet of area.

CONCOCT ELIXIRS: Ability to concoct various useful fluid mixtures. Time required to mix and prepare is one hour. Ingredients per single, one-pint dose are as indicated. **MODIFIER**: INT. Types include:

APHRODISIAC ELIXIR: Two drams each of powdered tantalus, winged ape's horn and rainbow lotus. Promotes feelings of desire.

DEPILATORY ELIXIR: Twelve drams of powdered bald nettle. Removes hair on contact. In wide use among the Orthodoxists of Aaman.

HEALING ELIXIR: Four drams each of powdered amber and balmroot. Heals ten points of damage per dose.

MEDICINAL PURGE: Four drams of powdered ogront dung and three drams of powdered cleric's cowl. Rids the body of parasitic organisms within an hour.

POISON ANTIDOTE: Seven drams of powdered cleric's cowl. Reverses the effects of any poison or toxin (provided the antidote is delivered in time).

SOPORIFIC ELIXIR: Seven drams of powdered morphius blossom. Causes the drinker to fall into a deep slumber lasting from two to twelve hours. Unless an antidote is employed, it will not be possible to awaken the sleeper while the soporific remains in effect.

CONCOCT MEDICINAL MIXTURES: The ability to concoct tonics, serums, balms, ointments, salves and various other medicants. Such mixtures are generally useful only as pertains to a single, specified malady: fever, itch, nausea, insomnia, depression, minor wounds (maximum healing capability: 4 points), burns, etc. Ingredients will vary according to locale, folk beliefs, and customs. Medicinal mixtures are effective only about 75 percent of the time, this owing to the generally dubious talents of Talislantan healers; in fact, some may have no effect at all, or may do more harm than good. **MODIFIER**: INT.

CONCOCT POISONS: Ability to concoct various toxic powders and venoms. Powders may be contained in fragile capsules and propelled by the use of a blowtube (area of effect: five foot radius circle) or added to food or drink. Venoms are usually used to coat blades or other sharp objects. Time required to mix and prepare is eight hours. Ingredients per dose are as indicated. Roll on the **SKILL/ATTRIBUTE** column of the **ACTION TABLE** to resist the effects of poisons or toxins, using **CONSTITUTION RATING** as a modifier (results may vary according to type, as indicated). **MODIFIERS**: INT and DEX. Types include:

BLACK MUSHROOM POWDER: Four drams powdered black mushroom. Causes severe hallucinations lasting approximately ten minutes. If successfully resisted, the effects last for only one minute.

DRACONID'S VENOM: One dram of draconid venom. Causes searing pain sufficient to incapacitate a victim for up to ten minutes. If successfully resisted (use **WILL RATING** in this case), the venom's effects can be ignored. Draconid's venom is a favorite with torturers and inquisitors.

PARALYTIC POWDER: Four drams of crag spider's or raknid's venom. Causes paralysis lasting up to one hour. If successfully resisted, the victim is rendered somewhat sluggish (-1 **COMBAT RATING, DEXTERITY** and **SPEED RATING**) for approximately ten minutes.

POISON POWDER: Four drams of powdered death's angel or deadman. Causes ten points of damage per minute for ten minutes. If successfully resisted, damage is limited to ten points.

POWDER OF MADNESS: Two drams each of dried and powdered death's angel and jabutu root. Causes insanity. Permanent, unless treated with a poison antidote or other potent curative.

VENOMWOOD RESIN: One dram of venomwood tree sap. Yield is as per death head viper's venom. Causes thirty points of damage, or half this if successfully resisted.

VIPER'S BLOOD: One dram of death's head viper's venom. Yields sufficient toxin to coat one edged weapon (or two arrows, crossbow bolts, etc.). Causes twenty points of damage, or half this if successfully resisted.

CONCOCT POTIONS: Ability to concoct various fluid mixtures. Time required to mix and distill is one week. Ingredients per single, one-pint dose are as indicated. Unless stated otherwise, duration for all potions is one hour. **MODIFIER**: INT. Types include:

FLYING POTION: Seven drams of powdered devil-bat's or azoryl's wing, two feathers from a stryx (or gryph), and a dram of wind demon's blood. Bestows upon the drinker the power of flight.

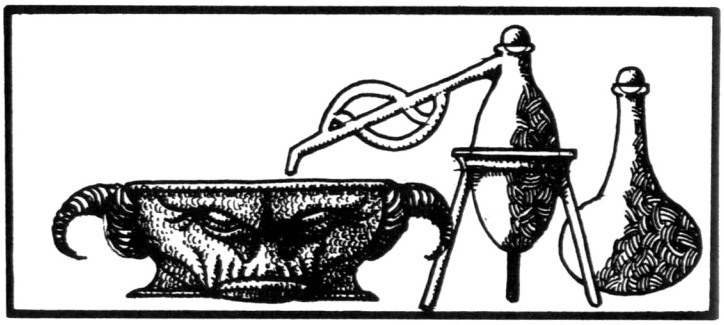
LOVE PHILTRE: Seven drams of powdered tantalus and one pint of Thaecian nectar. Causes the drinker to become infatuated with the first individual whose name he or she hears spoken.

POTION OF COLD RESISTANCE: Four drams of powdered snow lilly and three drams of cleric's cowl. Bestows immunity to cold and ice.

POTION OF FIRE RESISTANCE: Four carats of powdered firegem and three drams of cleric's cowl. Bestows immunity to heat and flame.

REJUVENATING POTION: Seven drams of powdered balmroot, one carat of powdered diamond, and a dram of gold dust. Heals physical damage and restores strength and vitality.

SHRINKING POTION: Seven drams of powdered shrinking violet. Causes the drinker to be reduced to one inch in height (or length).



CONCOCT POWDERS: Ability to concoct various types of powdered mixtures. Time required to mix and refine is one day. Ingredients per single, four-dram dose are as indicated. Powders may be added to food or drink, hurled in vials, expelled in capsule form from a blow tube (range: twenty feet), or dispersed into the air by hand (range: five feet; a risky proposition). Duration of non-lethal powders is as indicated. The effects of most powders can be resisted by rolling on the **ACTION TABLE**, using **CONSTITUTION RATING** as a modifier. Area of effect for propelled/dispersed powders is a five foot diameter cloud, which subsides in 1-4 minutes. **MODIFIERS**: INT and DEX. Types include:

INCENDIARY POWDER: Two carats of powdered firegem, four drams kaliya's fang. Ignites on contact with air, creating fire and dense smoke (10 x 10 x 10 feet area for smoke only). Maximum damage is twelve points.

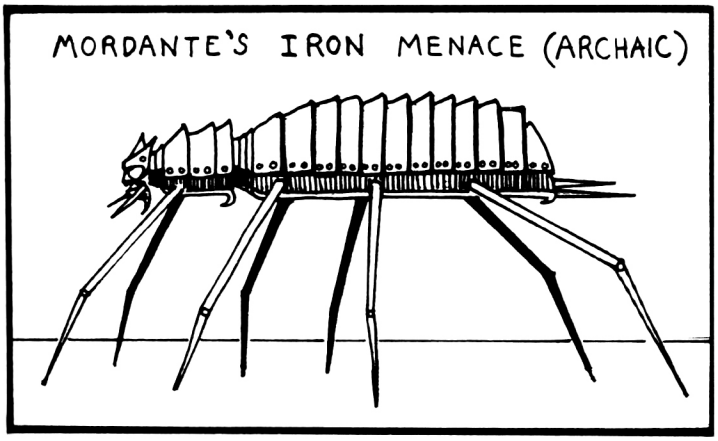
MORPHIUS POWDER: Four drams powdered morphius root. Causes victims to fall into a stuporous sleep lasting up to one hour per dose. Unless an antidote is employed, it will not be possible to awaken the sleeper until the powder's effects wear off. Sindarans use morphius powder to capture animals for their menageries. If successfully resisted, the powder causes drowsiness (-1 penalty on all **ACTION TABLE** die rolls) for approximately ten minutes.

NEUTRALIZING POWDER: Four drams of powdered amber, one dram of powdered cleric's cowl root. Neutralizes the effects of any other type of powder, whether ingested or dispersed in the air.

SCARLET LEECH POWDER: Four drams scarlet sporozoid spores. The concocting process causes the spores to go into hibernation until they are exposed to the air, whereupon the insidious organisms begin to feed on any organic materials that they contact. Damage is 1-4 points per minute, duration ten minutes. A resistance roll vs the victim's **SPEED RATING** may be employed (to reduce damage by half) if the victim is quick enough to wipe off the spores before they can fully penetrate clothing, hide, or skin. An alchemical purge will rid the body of all parasitic spores in one minute. In small doses, scarlet leech powder is used by Green Ardua horticulturists to control weeds and other pests.

TOXIC POWDERS: See **CONCOCT POISONS**.

CONSTRUCT AUTOMATON: Ability to build mechanical beings or creatures of various types. Cost in materials (metal plating and skeletal structure, crystal optical apparatus, etc.) is a minimum of 5,000 gold lumens, plus 2,500 gold lumens per level of the automaton. Seven ounces of magical quicksilver are required to construct the automaton's cerebral mechanism. An enchanted crystal of at least one hundred carats must be made or obtained for use as a power source. Time required is one month plus two weeks per level of the automaton. The skills, *Artificer* and *Engineer* are prerequisites to the construction of an automaton; the alternative is to hire an engineer and an artificer to assist in designing and building the mechanism.



CREATE DREAM ESSENCE: Ability to capture and distill the elusive essence of which dreams are made. The procedure is a secret of the Phantasian dream merchants; purportedly, an intricate device similar in construction to a Dracartan essence accumulator is required (only six are thought to exist, all located in Cabal Magicus, on the isle of Phantas). The device extracts dreams from the aether and the astral plane, a single dram of dream essence normally accumulating over the course of six days. After distilling the essence for one full day, the substance is ready for use. The effects of dream essence last from two to eight hours, and are said to be most exhilarating. Types include purple dream essence (passion, romance), blue dream essence (poignancy), red dream essence (violent emotions), silver (imagination, flights of fancy) and gold (prophetic visions). Black dream essence, the stuff of nightmares, is sold only by the most perverse or unscrupulous dream merchants. Rarest of all is rainbow dream essence, with its unpredictable properties. Like elemental essences, dream essences must be contained within phials of amber crystal. **MODIFIER**: INT.

CREATE HOMONCULOUS: One dose of homonculyte (per level of the homonculous), a copper vat or tank with a sealable lid, one dose of quicksilver (per level of the homonculous), and seven drams of animal or vegetable matter per attribute, as desired. The procedure for creating homonculi is as follows: 1) A matrix of quicksilver wire is fashioned according to the bodily form intended for the homonculous. 2) Up to seven different animal/vegetable ingredients are added to the homonculyte, each corresponding to some attribute which the homonculous is intended to possess (night vision, high intelligence, flight, etc.). 3) The completed mixture and matrix are placed in the vat, and the vat sealed with paraffin.

In two weeks' time the vat may be opened. If the operation was a success, the homonculous appears as intended, and possesses the desired attributes. If not, the homonculous will either be so feeble that it will sicken and die in a few days, or will be dangerous and uncontrollable (50/50 chance of either possibility). All homonculi are immune to Spells of Influence and Control and have ten hit points (plus two points per level). Attribute ratings and abilities are determined according to the seven ingredients chosen (one attribute or property per ingredient); unless determined by a specific ingredient, an homonculous' attributes are always rated at -4. **MODIFIERS:** -1 per level of the homonculous, and -1 per each +5 points (total) of attribute ratings which the homonculous is intended to possess.

CULT RITUALS: Ability to bring about a variety of beneficial occurrences through the power of faith. Only an ordained priest, priestess or other plenipotentiary of a recognized Talislantan cult can learn to perform these rituals. **WILL RATING** is a modifier in all cases. Types include:

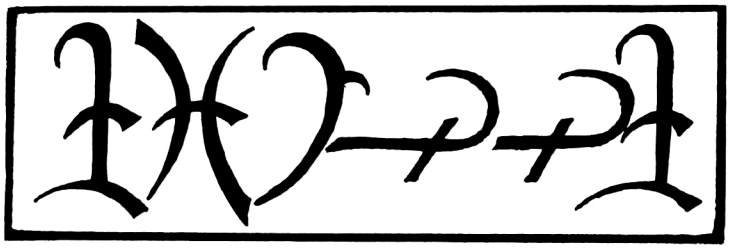
1) ABSOLUTION: Authority to grant forgiveness from sin, or any other grievous offense against the cult or its patron deity. In return for absolution, the offender will often be required to do a penance of some sort (donation, favor to the cult, etc.).

2) BANISH: The ability to force summoned creatures and/or extradimensional entities from the priest's/priestess' presence by the power of faith. The level of the creature or creatures being banished is applied as a negative modifier in this case. If the ritual is successful, the banished creatures will be forced to return to their home plane (or place of origin). The ritual takes but a moment to complete, and may be employed as desired (one attempt only per creature/creatures).

3) CONSECRATE: Authority to bestow the cult's blessings upon any single individual, creature or object. This bestows a bonus of +1 on all **ACTION TABLE** die rolls related to one specified skill or talent possessed by the beneficiary; as pertains to inanimate objects, consecration confers a temporary magical aura rated at +1. A priest or priestess may perform this ritual a number of times equal to his or her **MAGIC RATING** in a given day. The ritual takes one minute to perform, and its effects last for one hour.

4) FAITH HEALING: Ability to heal wounds and physical damage by the "laying of hands." Total concentration is required to perform the ritual, which takes two minutes to complete. The maximum amount of damage which may be healed by this method is four points per level of the healer. A priest or priestess may perform this ritual a number of times equal to his or her **MAGIC RATING** in a given day.

5) MIRACLE WORKING: Authority to beseech the cult's patron deity (or deities) for a miracle of some sort (such as a miraculous cure, a reprieve from some imminent doom, causing misfortune to befall an enemy of the cult, etc.). The ritual carries with it no guarantee of success, omnipotent entities evincing a definite tendency towards working in strange ways (a modifier of -20, offset as applicable by the priest's or priestess' **MAGIC RATING**, can be used as a guideline for determining the success rate of this ritual; even a successful die roll may result in little more than the appearance of an omen, or at best one of the patron's avatars). It is generally deemed unwise to attempt this ritual more often than once a month, or to ask for a miracle if one has been less than absolutely faithful to the cult and its patron.



INSCRIBE SPELLS: Ability to inscribe (write, carve, etch, etc.) the complex symbology used to record spells in written form. The procedure is painstaking, and takes a minimum of about eight hours to complete; each syllable, vocal inflection and gesture required to execute the spell must be inscribed in the most intricate and exacting detail. It is customary for the majority of Talislantan spell casters to record their spells in durable portfolios and librams (called spell books), or on scrolls of parchment, animal hide, or some similar material. The Ariane mystics inscribe their spells on orbs of polished stone, while others engrave their spells upon tablets of wood, stone, ivory (scrimshaw), crystal, or metal.

Correctly inscribed scrolls, books and tablets may be employed as magical adjuncts, allowing individuals who know how to read magical script to cast spells from these devices. Writings of this sort may be used any number of times, provided the inscriptions remain clear and completely intact. Incorrectly inscribed writings, or writings that have been damaged or tampered with, can be dangerous to employ. **MODIFIERS**: INT and DEX.

ENCHANT ITEMS: Ability to confer magical power to a device or item. The procedure is costly: aside from the actual price of the item itself (which must be of superior quality and workmanship), enchanting a single item costs 1000 gold lumens in related materials, plus 250 gold lumens per each week required to enchant the item. Materials used for enchanting include costly magical fragrances, fumes, pigments and oils.

Time required to enchant an item is figured in months; eight hours of steady work, seven days a week is required to imbue an item with magical power. Apprentices and understudies can be employed to create enchanted devices, though quality may suffer as a result; average the **MAGIC RATINGS** of all who contribute to the enchanting process to arrive at a single modifier. This figure is compared to the level of magic imbued within the item, with success or failure being determined by rolling a d20 on the **ACTION TABLE**. Only a result of "success" or greater will achieve the desired result. **MODIFIER**: INT and WILL. The most common types of enchanted items, and the time and materials required to create such devices, are as follows:

ENCHANTED WEAPONS AND ARMOR: Unless rare and costly adamant can be obtained, magical quicksilver must be added to the metal during forging. For black iron, add four doses of quicksilver per +1 rating; for red iron, two doses per +1 rating. For weapons and armor, time required to enchant is determined by plus-rating (two months per +1, or one month per +1 for adamant). By doubling the cost in time and materials, an enchanted weapon may be made to do double its normal damage by imbuing it with a spell of elemental fire, ice, etc. By the same means, armor or shields may be made impervious to one type of elemental substance.

PROTECTIVE DEVICES: Amulets, bracers or other items may be imbued with a ward or counterspell vs any single type of magic. No more than three such devices may ever be worn simultaneously without creating a redundancy of magical energy; convoluted energy fields of this sort have a way of producing highly unpredictable results. Time required to enchant a protective device is four months. The properties of such items work continually as long as they are carried or worn.

MISCELLANEOUS ITEMS: Wands, staves, rings, garments and almost any type of device may be imbued with a single spell power of the caster's choice. Attack spells are most popular, though ingenious combinations of spell and item types have been discovered to possess practical, or at least entertaining, uses. Time required to enchant such devices is one month per level of the spell being invested in the item. Items of this sort may only be used three times per day.

MAGICAL OPERATIONS: Ability to create the following magical wares and substances. Time required per operation is two weeks. Materials and ingredients are as indicated. **MODIFIER**: INT. Types include:

AMBER CRYSTAL: One part powdered amber to two parts powdered glass. A furnace and glass worker's tools are required. Amber crystal radiates a faint magical aura (+1 for purposes of magic resistance) and is used to create the enchanted orbs employed by the Thaecians. Vials and spheres of amber crystal can be used to contain alchemical and magical mixtures, essences, spell energies and even certain creatures of a magical nature (such as bottle-imps and whisps).

CYMRILIAN CONCENTRATE: Twenty flying potions, one carat of powdered diamond, and a dram of powdered silver. Yields fluids sufficient to power a windship's levitationals for approximately four months. Only the magicians of Cymril know the secret of making this costly substance.

FRAGRANT OILS: One dram of muskront musk, a pinch each of five different spices. The magical properties of these pungent oils confer added protection during summoning rituals (+1 bonus on all **ACTION TABLE** die rolls). Duration is ten minutes.

MAGICAL FUMES: One hundred gold lumens' worth of the most costly fragrant herbs and one dram of fragrant oil. The operation yields a single ounce of incense. When burned, the fumes are useful in summoning extra-dimensional entities of all sorts (+1 bonus on all **ACTION TABLE** die rolls). Duration is ten minutes.

MAGICAL PIGMENTS: Five drams of exomorph pigment, one dram of powdered silver, one carat of powdered diamond, and five ounces of oil or sepia ink. The operation yields five ounces of magical pigments, sufficient to inscribe the various arcane symbols required to execute one summoning ritual.

PHANTASIAN DISTILLATE: Ten drams of silver-blue dream essence, one carat of powdered diamond, one dram of powdered silver and ten pints of thrice-distilled spirits of wine. Yields fluids sufficient to power a windship's levitationals for approximately six months. Only the Phantasian dream merchants know the secret of making this costly substance.

THAECIAN ORBS: Minimum one ounce of amber crystal. Glass maker's tools are required. Only the enchanters and enchantresses of Thaecia know the secret of making these magical devices.

PRIMITIVE MAGICAL TALENTS: Ability to create various articles and mixtures possessing magical properties. Time and ingredients required are as indicated. **MODIFIER**: WILL. Types include:

KESH: Roots of one full-grown jabutu plant, six drams of powdered bone and a dram of dust from a tomb or gravesite. The jabutu root is crushed, then boiled in its own sap for one full day. The liquid achieved by this process is drawn off, poured in a clay pot and mixed with the remaining ingredients. The completed mixture is then buried for six days, after which it will be ready for use. The process yields three ounces of kesh: a single ounce enables the drinker to see invisible and spirit (astral) presences; drinking two ounces allows one to see into the spirit world or one of the lower planes, and a full three-ounce dose enables the drinker to enter the spirit world or one of the lower planes in spirit (astral) form. Duration is one hour in each case. Kesh is popular with the Witchmen and Witchwomen of Chana.

FETISHES: Fetishes are enchanted items usually made only by the most primitive spell casters. Cost in rare herbs, pigments and related mixtures and ingredients is equivalent to a minimum of two thousand gold lumens per fetish. Time required to enchant any fetish is one month. The most common types of fetishes include:

1) CEREMONIAL MASKS: These devices are typically carved from wood, colored with pigments and decorated with appropriate materials. A ceremonial mask is intended to gain the favor of whatever type of creature or being it is made to symbolize or resemble. Entities most commonly represented by these devices include malign spirits, demons, devils, elementals and nature spirits. Ceremonial masks are useful in summoning rituals, bestowing upon the wearer a bonus of +2 on all reaction die rolls.

2) CHARMS: Charms come in many forms, including necklaces of woven plant fibers, small pouches filled with powdered herbs, wood or stone icons, bracelets of knotted hair or other materials, bits of jewelry, and so on. A charm can only have one magical property, such as immunity to disease, fire resistance, or luck (+1 on all **ACTION TABLE** die rolls). A charm's power works continuously as long as it is worn.

3) ITEMS OF SYMPATHETIC MAGIC: These items are typically made from the bodily parts and organs of wild beasts. Mummification, curing or other treatments are employed to preserve these crude devices, which confer properties to the owner or wearer according to the principles of sympathetic magic. Some of the more common types (and their corresponding powers) include: feathered capes (flight), mummified winged ape's paws (strength of a winged ape), serpent skin boots (stealth), and so forth. No item of sympathetic magic can ever bestow more than a single power or attribute upon its wearer.

4) NECROMANTIC ARTICLES: Necromantic articles are devices which enable their owners to draw upon the powers of the spirit realm. Included in this category are the grisly shrunken heads and jujus of the Chana Witchmen, and soul stones. The shrunken head fetishes made by the Chana are used to communicate with the spirit realm; specifically, the spirit of the individual whose head has been so horribly employed. If asked a question, the fetish must respond truthfully. These devices may be used to this end only once per day. The shrunken heads of spell casters are especially favored for the magical knowledge which they hold.

Jujus are zombies, mindless entities which can only be controlled through the use of graven images (wooden or raffia manikins, usually about one foot in height). They possess supernatural strength (rating: +5) but are slow and awkward (**SPEED RATING**: -4, **DEXTERITY RATING**: -6). Jujus are harmed only by fire, 30-50 points of damage usually being sufficient to destroy these horrid entities. Soulstones are employed to confer limited sentience to these creatures: the stone is placed in the juju's skull cavity, and its eyes and lips are sewn shut to prevent the escape of the soul essence.

Soulstones are necromantic fetishes employed by the Chana, Na-Ku cannibals, and certain of the Nagra tribes. The devices are used to trap wandering soul essences such as spiritforms, the astral bodies of dreamers, and even the spirits of individuals under the influence of kesh or some other mind-expanding substance. A black diamond or black opal of at least thirteen carats is required to make a soulstone, plus a quantity of kesh, magical fumes and magical pigments. The pigments are used to decorate the body of the spell caster and to inscribe various arcane symbols upon the ground. A fire is made, and the stone is placed within it. The magical fumes are added to the fire, along with a few drops of kesh; this creates an opening into the spirit plane, into which a spiritform of some sort will be drawn and trapped within the soulstone (type of spiritform determined by the Gamemaster, randomly or otherwise).

Soulstones containing lesser spiritforms are usually used only in the creation of jujus. Stones containing more powerful entities are greatly prized, for these may be used to confer one of the spiritform's attributes to the holder (possibilities include a skill or innate talent possessed by the spiritform, an attribute rating, hit point total, and so forth). An individual may never employ more than a single soulstone for such purposes, though others may be owned (not carried) or used for jujus. An ancient spell, enabling the caster to store the soul essence of a specific individual within a stone, is known to exist.

THAUMATURGIC OPERATIONS: Ability to create various unique substances and devices. A fully-equipped laboratory (material cost: five thousand gold lumens) is required to perform any thaumaturgic operation. Time requirements and ingredients are as specified. **MODIFIERS:** INT and WILL.

ELEMENTAL ESSENCES: A one cubic foot container made of amber crystal (material cost: two hundred gold lumens), one essence accumulator, and one tenth of a dram of the desired type of quintessence. To perform the operation, the essence accumulator must be meticulously recalibrated so that it will extract only basic elemental substances from the aether. This process generally takes a full day to complete. The amber crystal container, connected to the accumulator by means of a network of crystal tubing, will begin to fill with the desired elemental substance. Either elemental fire, ice, wind or earth may be accumulated by this procedure, which requires six days to complete.

To create the desired elemental essence, the thaumaturge need only add a one-tenth dram of the appropriate type of quintessence: type I quintessence added to elemental air yields a twelve-pound storm crystal (capable of powering a duneship or land barge for one week); type II quintessence added to elemental fire or ice yields four gallons of red menace (liquid fire) or blue havoc (liquid ice); type III quintessence added to elemental earth yields one cubic foot of yellow peril (gassified sulphur).

Like quintessence, elemental essences are highly volatile, and must be contained in amber crystal. An accident or mishap occurring during any point in the operation may yield drastic results.

ESSENCE ACCUMULATOR: Eight hundred gold lumens' worth of amber crystal alembics, piping and phials, plus two hundred gold lumens' worth of silver spigots, fastenings, and framework. Assembled according to exacting measurements, an essence accumulator resembles a complex network of crystal tubing housed within a pyramidic silver framework, about four feet in height. The device works by extracting pure essence from the aether, a process taking some seven days to complete. The operation yields one dram of a shimmering, colorless substance that is neither solid, liquid nor gaseous in form; the pure essence, of which all things are created. Highly unstable, pure essence can only be contained in phials of solid amber crystal.

QUINTESSENCE: Four drams of pure essence and twelve carats of powdered diamond. The mixture, distilled for two weeks in a sealed, amber crystal alembic, yields one dram of the crystalline powder known as quintessence. A simple test will reveal the type of quintessence which has been produced: type I has solidifying properties, type II has liquifying properties, and type III has gassifying properties. A single dram of quintessence is sufficient to affect up to a 10 x 10 x 10 foot area of any nonmagical substance. Its effects are permanent, though the appropriate type of quintessence can be used to restore a quantity of substance to its normal form. Quintessence must be stored in sealed vials of amber crystal or some other enchanted material. It is highly volatile, and accidents occurring during the distillation process have been known to yield the most frightening consequences.

THE CADEUCUS: One pound of red iron, ten carats of powdered diamond, ten drams of powdered gold and a drop each of types I, II and III quintessence. The cadeucus is the traditional wand of the Dracartan thaumaturges. It confers benefits (+1 on all related **ACTION TABLE** die rolls) to the thaumaturge who wields it while attempting to create quintessence or elemental essences. If desired, a cadeucus can be enchanted with a spell power, making the device that much more useful.

PERFORMING TALENTS

ACROBATICS: Ability to perform a variety of acrobatic maneuvers, including tight-rope walking, tumbling, leaping, vaulting, juggling, pratfalling (falling up to twenty feet without taking damage), and scaling walls. **MODIFIERS**: Complexity of stunt being attempted, performer's DEX.

ART: (In Talislanta, considered one of "the performing arts") Ability to produce aesthetic creations of a visual nature, such as paintings, tapestries, panoramas, sculptures, etc. **MODIFIERS**: INT, WILL, PER.

DANCE: Ability to perform popular, expressive or ritual dances. Popular Talislantan dances include the light-hearted caperetto, the romantic avante, and the formal sauntre (eastern or western kingdoms styles); expressive dances include the seductive Dance of the Diaphanous Veils (Batrean), the Dance of Exotic Passions (Mandalan), and the Dance of the Rainbow Plumes (Sawilu). Many cults and religions have their own ritual dances, such as the ritual of spirit calling (Chana Witchmen), the Dance of Death (Rajan Necromancers), the Celebration of Terra (Durne Gnomekin), the Kang's sword dance, and so on. **MODIFIERS**: DEX and CHA of dancer.

DISGUISE: Ability to alter appearance, voice and mannerisms in order to disguise one's true identity. **MODIFIERS:** +1-4 if make-up and/or suitable costuming is employed in the disguise, plus INT.

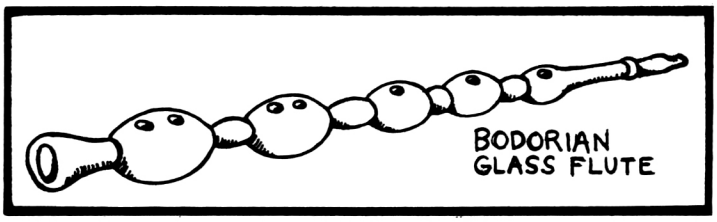
LEGERDEMAIN: Ability to perform various tricks and sleights of hand, including card tricks, palming (concealing small objects in the hand), passing or switching small objects without being detected, ventriloquism, and so on. Individuals with this talent may employ it to cheat or "fix" any game of chance, or detect cheaters. **MODIFIERS**: DEX, SPD and INT of the performer.

MUSICIANSHIP: Ability to play one of the various types of musical instruments found in Talislanta, such as the gossamer harp, glass flute, tambour, gongs, water chimes, four-man bellows-pipes, etc.

ORATORY: Ability to engage the attention of an audience (small or large) and to effect a desired response among listeners, such as sympathy, antipathy, fascination, etc. An orator may use his or her skills to incite a crowd to action, calm a hostile mob, create a diversion, and so on. Failure means the crowd pays little heed to the speaker; abysmal failure could result in the crowd becoming angry or even violent towards the speaker. **MODIFIERS**: Relative receptiveness of the audience (Gamemaster's ruling), CHA of the orator.

SIDESHOW TALENTS: Ability to perform such unusual feats as sword swallowing, fire-breathing, contortion, escape (from bonds only, unless the thieving talent, *lock picking*, is also known), and so on. **MODIFIERS**: DEX of performer.

SONG: Ability to effect emotional responses by the use of song. Possible uses include the furthering of romantic interests, diversion, singing to earn a meal and/or a place to sleep, stirring interest in a cause of some sort, and so on. The Sawilu tribes of the Crescent Isles use songs to weave spells, a secret known only to their people. **MODIFIERS**: Receptiveness of audience, CHA of singer.



SCHOLARLY PURSUITS

ANTIQUARIAN LORE: Knowledge of ancient Talislantan cultures, particularly as regards artifacts produced during such eras. Cultures of interest to antiquaries, listed in descending order of estimated rarity/value, are as follows: Age of Mystery (Khazad), Early Forgotten Age (Elande, Quaran, Xambria, Zaran), Late Forgotten Age (Surcia, Acimera, Pompados, Sharna), Latter Age (Phaedran, Hadjin). Antiquaries are skilled at identifying, appraising, and dating ancient artifacts. Note that an artifact must be at least one hundred years old to qualify as an antique by Talislantan standards. **MODIFIERS**: Condition of artifact, INT of antiquarian.

ARCANE LORE: Knowledge of Talislantan myths, folk beliefs and legends, particularly those steeped in magical lore. Individuals skilled in this field will be able to decipher runes and magical scripts, identify and appraise magical artifacts, and determine the authenticity of magical tomes, scrolls, etc. **MODIFIERS**: Complexity/rarity/age of subject matter or item (Gamemaster's ruling), INT of the individual with this skill.

ASTROLOGY: Skilled in the study of the heavens, particularly as regards the conjunctions of Talislanta's twin suns and seven moons; and, to a lesser extent, the constellations. By studying the configurations of these heavenly bodies, astrologers can determine if these signs are well-aspected (favorable) or ill-aspected (unfavorable), and may thus be able to divine the outcome of future events.

CARTOGRAPHY: Ability to read, decipher and make maps of almost any type of terrain. For game purposes, it is assumed that a cartographer is capable of mapping one square mile of territory per day (per level of ability). **MODIFIERS**: INT, PER.

CRYPTOGRAPHY: Ability to decipher cryptograms, codes and secret languages, and to write in code. **MODIFIERS**: Complexity of the code or cypher (Gamemaster's ruling), INT of the cryptographer.

DIPLOMACY: Knowledge of the finer points of protocol, oratory and negotiation. Individuals with this talent may seek positions as ambassadors, mercantile representatives, statesmen, public officials, etc.

GEOGRAPHY: Knowledge of the continent of Talislanta, including its resources, topographical features, and climatic conditions. The scholar will know where, in any given region, deposits of precious stones or metals are most likely to be found; also, where conditions may indicate the likelihood of danger from floods, rock-slides, avalanches, and seismic or volcanic activity. The scholar may gain familiarity with one geographical region per level of ability. **MODIFIER**: INT.

HORTICULTURE: Ability to identify and catalogue all species of plants native to the continent and cultivate plants from seeds or cuttings. At fifth level, the scholar may attempt to create new plant species by hybridization. **MODIFIER**: INT.

LINGUISTICS: The study of languages. The scholar can learn how to read and write (or converse in; not both) one new language per level of ability, including any ancient or "dead" language. If desired, scholars with this skill may seek employment as scribes or translators. **MODIFIER**: INT.

METAPHYSICAL DOCTRINES: Study of the myriad planes of existence, and of the relationship of the outer dimensions to "Primus" (the name used by Talislantan metaphysicists in reference to the prime material plane, upon which Talislanta resides). Differences of opinion have long thwarted the best attempts to construct a unified field of metaphysics, and several schools of thought currently exist. Scholars in this field will generally concentrate on one of the following realms: theology (higher planes), demonology/diabolism (lower planes), white witchcraft (elemental planes), or mysticism (spirit, or astral plane). Typical areas of interest include extra-dimensional worlds, entities, races, artifacts, and texts pertaining to the scholar's specific field of study. **MODIFIERS**: Relative obscurity/rarity of the information being sought, INT of the scholar.

NATURALISM: Ability to identify and catalogue all species of animals native to the continent and to breed animals in captivity. At fifth level the scholar may attempt to cross-breed related species in the hope of creating a hybrid species. **MODIFIER**: INT.

TALISLANTAN CULTURES: Knowledge of the diverse races of modern-day Talislanta, including their habits, traditions, laws and mores. The scholar will be aware of what constitutes proper (and improper) behavior in foreign lands, among primitive tribes, and so forth. The ability to identify tools, weapons and other implements associated with other peoples is also acquired. **MODIFIER**: INT. The scholar may gain familiarity with one culture per level of ability.

TALISLANTAN HISTORY: Knowledge of the notable figures, events and cultures of ancient times. A historian will be familiar with written works pertaining to such subjects (including legends) and will be able to identify, authenticate and date ancient ruins, writings and relics. **MODIFIERS**: Relative obscurity of subject matter, INT of the historian.

NOTE: In all cases involving the use of scholarly talents, roll on the **ACTION TABLE** to determine if the scholar knows a given fact or can locate the desired information through research (Gamemaster's ruling, based on the type of information being sought).

THIEVING TALENTS

APPRAISE SLAVES: Ability to determine the strength, health and basic attributes of humanoids to be used as slaves. **MODIFIERS**: Slaver's (or buyer's) INT.

APPRAISE TREASURE: Ability to determine the approximate worth of any valuables, rarities, or ill-gotten gains. **MODIFIER**: INT.

ASSASSINATE: Ability to kill with a single blow or attack, delivered from hiding or otherwise by surprise. **MODIFIERS**: Intended victim's CON and PER, assassin's SPD and DEX.

BRIBE: Ability to influence by promises of wealth. **MODIFIERS**: Intended victim's WILL, briber's CHA.

COERCE: Ability to influece by threats or violent actions. **MODIFIERS**: Attempted victim's WILL, coercer's CHA and STR.

CON: Ability to deceive. **MODIFIERS**: Intended victim's INT, con's INT and CHA.

COUNTERFEITING: Ability to create (relatively) worthless replicas of coins, cut stones, or other valuables. **MODIFIERS**: Complexity of item (Gamemaster's ruling), counterfeiter's INT and DEX.

FORGERY: Ability to duplicate written documents, seals, signatures, etc. **MODIFIERS**: Complexity of document (Gamemaster's ruling), forger's INT and DEX.

GAMBLING: Familiarity with any of a variety of games involving skill, luck and chance, including the ability to detect (or engage in) illicit methods of determining the outcome of such contests. **MODIFIERS**: INT and PER of participants (+ DEX if cheating).

HIDE: Avoid detection by lurking in darkness, behind cover, etc. **MODIFIERS**: PER and general state of alertness (Gamemaster's ruling) of individuals being avoided, thief's INT and DEX.

INTERROGATE: Ability to acquire information by subtle verbal methods. **MODIFIERS**: Intended victim's WILL, interrogator's CHA and INT.

LIP-READING: Ability to eavesdrop by watching speaker's lips. **MODIFIERS**: Distance and visibility (Gamemaster's ruling), lip-reader's PER.

LOCK PICKING: Foiling locks by the employment of thieves' tools. **MODIFIERS**: Complexity of lock (Gamemaster's ruling), lock picker's DEX.

PICK POCKETS: Theft by sleight-of-hand. **MODIFIERS**: Intended victim's PER, pick pocket's DEX.

SEDUCE: Ability to influence by charm, intimation and suggestion. **MODIFIERS**: Intended victim's WILL, seducer's CHA.

STEALTH: Move silently, a talent which can be employed in conjunction with many thieving skills. **MODIFIERS**: PER and general state of alertness (Gamemaster's ruling) of individuals/creatures in the vicinity, DEX of individual moving stealthily.

SWIPE: Ability to steal (palm) any relatively small object without getting caught. The object must be visible (or its location known), and cannot be on the person or in the possession of another creature or being. **MODIFIERS**: Prevailing conditions (Gamemaster's ruling), thief's DEX.

TAILING: Ability to follow an individual without being detected. **MODIFIERS**: Intended victim's PER, tail's INT (SPD a possible factor for either or both).

TORTURE: Ability to acquire information by unsubtle, physical methods. Failure can result in accidental death of individual being tortured. **MODIFIERS**: Intended victim's WILL and CON, torturer's DEX.

TRAPS: Ability to detect, disarm or set traps. **MODIFIERS**: Complexity of trap (Gamemaster's ruling), DEX and PER.

WAYLAY: Ability to knock an individual unconscious with a single blow, delivered from hiding or otherwise by surprise. **MODIFIERS**: Intended victim's CON and PER, rogue's STR and DEX.

TRADES AND CRAFTS (Roll on **ACTION TABLE** to determine quality of goods)

ADMINISTRATOR: Ability to command subordinates and oversee all details crucial to the operation of a business, government agency, or other related venture. **MODIFIERS**: Complexity of operation, INT of administrator.

AGRICULTURIST: Skilled at planting/producing and harvesting one of the following crops: viridia, subterranean crystals, mushrooms/fungi, Mandalan silk, thistledown, gossamer, timber, foodstuffs, herbs, etc.

ANIMAL HANDLER: Skilled at capture, taming, training, breeding wild beasts. Taming takes one week (per every three levels of ability with regard to the beast in question); training to perform a single task on command (carry a rider, attack, guard, etc.) takes an additional four weeks, longer if the beast is particularly fierce, stupid, or stubborn in nature. **MODIFIER**: CHA.

ARMORER: Skilled at fashioning protective apparel and gear using hide, bone, or metal. Type of material and style of armor is usually dictated by region, culture, and/or availability of goods. **MODIFIER**: DEX.

ARTIFICER: Skilled at fashioning useful and/or decorative wares and items from one of the following materials: crystal, black iron, red iron, adamant, wood, bone, clay (pottery), silver, gold, gemstones, fine fabrics (clothier). Artificers can identify their own/rivals' handiwork, and appraise any item which they themselves can produce. **MODIFIERS**: INT, DEX.

ARTISAN: Skilled builders and craftsmen specializing in one of the following: windships, levitationals, duneships, wind funnels, siege hurlants, ice schooners, land barges, dragon barques, pleasure barges, sea galleys, etc.; also, any type of major or elaborate construction utilizing stone, glass, metal or wood. **MODIFIERS**: INT, DEX.

BREWER/VINTNER: Skilled at brewing/distilling/concocting one of the following: wine, ale, Arimite liquor (chakos), Arduan vinesap, Thaecian nectar, Imrian brine, Mandalan blossom wine, etc.

CARAVAN MASTER: Skilled at outfitting and running overland caravans, and overseeing any of the following: requisitioning supplies, managing teams of drivers, loading/off-loading goods and materials, organizing defense against attacks by bandits and other predators, making/breaking camp, fording/crossing rivers and bridges in orderly fashion, etc.

ENGINEER: Ability to design and oversee construction of one or more of the following: fortifications, roadways and bridges, cities and settlements, siege engines, mines and excavations, windships and levitationals, Dracartan dune ships and hurlants, land or sea conveyances, etc. Engineers are able to draft or appraise plans/schematics for such projects, determine the suitability of proposed construction sites, and spot potential structural weaknesses and strong points. **MODIFIERS**: Complexity of project (Gamemaster's ruling), INT of engineer (skill of laborers and artisans can modify positively or negatively).

HEALER: Skilled in the arts of Talislantan folk medicine, a speculative field of study at best. Healers are able to: identify and utilize plants and herbs having reputed medicinal properties, concoct medicinal mixtures (see **MAGICAL/ALCHEMICAL SKILLS**), provide aid and comfort to sick and wounded individuals, and serve as midwives. Regardless of nationality, most Talislantan healers are highly superstitious, and tend to credit many ailments to such causes as "malignant spirits," "ill humours," "night dankness," "ill-aspected stars," etc. Consequently, all die rolls determining the accuracy of a healer's attempts to diagnose or cure a patient's ailments should be made at a penalty of up to -4 (Gamemaster's ruling).

LABORER: Skilled at one of the following professions: drayman (wagon driver), herder, bearer, construction worker, farmhand, domestic, mining, mud-mining, glass mining, sand mining, etc. At third level, laborers are considered highly skilled; at fifth level, laborers may become foremen or supervisors. Laborers of seventh level and greater ability may qualify as artisans, overseers or administrators in their field of expertise. To determine the quality of a crew of laborers, average the levels of ability of all workers and use the foreman's level of ability as a modifier.

LITIGATOR: Knowledgeable in the laws and customs of at least one land, and skilled at representing individuals accused of criminal wrongdoing. Litigator may wield little influence (or may not even be available) in lands where totalitarian governments are in power. **MODIFIERS**: Nature of criminal charges, INT and CHA of litigant.

MERCHANT/TRADER: Skilled at buying, selling and trading one or more of the following goods and commodities: steeds, burden beasts, land conveyances, waterborne conveyances, slaves, concubines, wild/rare beasts, raw materials, artisans' wares of one type or another, ivory, weapons, works of art, curios, herbs, wines/liquors, amber, scintilla, magical adjuncts/mixtures, ogront's dung, etc. Included in this category are shop owners, vendors, peddlers, procurers, mongers, and so forth. By purchasing goods and materials in sizeable quantities (three dozen plus for game purposes, or six dozen plus for inexpensive items), individuals of this profession save up to 50 percent off standard list prices (see **APPENDIX FOUR: EQUIPMENT AND SUPPLIES**). By haggling and hard bargaining, merchants and traders can drive list prices up or down by as much as 25 percent, to their benefit. **MODIFIERS**: +/-1 per each 5 percent increase or decrease in wholesale or list prices which an individual with this talent attempts to negotiate.

NAVIGATOR/PILOT: Skilled at operating one of the following: river/lake craft, ocean-going vessel, Mirin ice schooner, windship, Dracartan land barge or duneship, etc. Navigator/pilots can read sea charts and/or maps used in navigating their vessels, and recognize hazards related to their specific skill: i.e., river/lake navigators can spot sandbars and similar obstructions, ocean navigators can detect dangerous rocks and reefs, Mirin ice schooner navigators will know thin ice at a glance, windship astrogationists can discern the strength of a coming storm well in advance of its arrival, and Dracartan land barge and duneship navigators can predict sand storms. A cursory inspection is sufficient for any navigator/pilot to determine if a given vessel is river/lake/sea/ice/sky/dune-worthy. Note that specific training is required to pilot an Imrian slave coracle or Sunra dragon barque. **MODIFIERS**: INT, PER.

WEAPONER: Skilled in the making of one or more types of weapons, style and materials used being determined by the weaponer's race, homeland, and culture. Included in this category are bladesmiths, axe-grinders, bowyers, hurlant-makers, swordsmiths, etc. Weaponers are able to identify their own/rivals' work, sharpen, repair or appraise any weapon that they themselves can produce. **MODIFIER**: DEX.

NOTE: In all cases involving the use of a trade or craft, roll on the **ACTION TABLE** to determine the quality of the goods produced, services rendered, etc. If the die roll indicates "mishap," the merchandise or service is totally unacceptable. "Failure" indicates that the merchandise or service is simply of low or sub-standard quality.

WILDERNESS SKILLS

AMBUSH: Ability to plan and execute surprise attacks of various sorts. **MODIFIERS**: PER of individuals to be ambushed, INT of attacker.

BEAST LORE: Ability to communicate with animals, identify animal types and tracks, and call certain species of wild beasts (one type per each three levels of ability in this skill). Only a beast master may teach this skill. **MODIFIERS**: ("Calling") level of beast (or combined levels of several beasts of same species), CHA of the beast master.

CAMOUFLAGE: Ability to conceal oneself, equipment or other creatures/companions in the wild. **MODIFIERS**: Terrain type, INT of individual.

EVASION: Ability to confound pursuers by obscuring tracks, leaving false trails, etc. If a character is attempting to evade an individual or creature who possesses the TRACKING skill, the EVASION skill rating is subtracted from the pursuers TRACKING skill rating. **MODIFIERS:** INT and PER. The EVASION skill is also useful vs STALKING and TAILING.

HERB LORE: Ability to identify useful or harmful plants, and to use such materials to concoct simple medicines, snares, etc. **MODIFIERS**: INT, PER.

HUNTING: Ability to locate game in the wild, skin/clean/dress game, and preserve it by drying, salting or smoking. The type of game available varies according to terrain and region. **MODIFIERS**: INT, PER.

MOUNTAIN CLIMBING: Ability to traverse mountainous regions, scale peaks and cliffs, etc. **MODIFIERS**: Difficulty of climb or obstacle (Gamemaster's ruling), DEX and CON of climber.

SCOUT: Ability to infiltrate wilderness regions, avoid detection by adversaries, and obtain information by spying. **MODIFIERS**: PER and general state of alertness (Gamemaster's ruling) of adversaries, DEX and INT of scout.

SNARES: Ability to detect, disarm or set snares and pitfalls in the wild. **MODIFIERS**: Complexity of snare (Gamemaster's ruling), DEX and PER of individual.

STALKING: Ability to move silently in the wild, a talent which can be used in conjunction with many wilderness skills. **MODIFIERS**: PER and general state of alertness (Gamemaster's ruling) of individuals/creatures in the vicinity, DEX of stalking individual.

TRACKING: Ability to read and follow tracks and traces left by creatures or beings in the wild. A tracker can identify and estimate the age of such tracks, and often determine under what conditions (flight, exhausion, heavily-encumbered, etc.) they were made. **MODIFIERS**: -1 per every two days that have passed since track was made, PER and INT of tracker.

SPECIAL ABILITIES

BODORIAN SOUND-SIGHT: Ability to see sound in colors of varying hue and intensity. The Bodorian language, based upon musical notes, makes full use of this talent. Bodorians are also able to use sound-sight to detect lies (which are darker in shade than truthful statements), discern even the most subtle emotions in a speaker's tone of voice, and identify sounds of all sorts with uncanny accuracy.

COMMUNE WITH NATURE: Ability to converse with all things in nature, including creatures, plants, and even stone. A minimum of twenty years studying the metaphysical doctrines of transascendancy is required to acquire this ability, which may be employed once per day, per level of ability (one question may be asked each time this ability is employed). Range is ten feet.

DUAL-ENCEPHALON: Dual-encephalons are able to use both sides of their brains independently, and can concentrate on two different subjects at the same time. They are ambidextrous, and can avert the need for sleep by resting one side of the brain at a time. Dual-encephalons are allowed two chances to resist any spell or substance which affects thought, brain function (including illusions) and emotions. Only Sindarans possess this ability.

INFLUENCE PLANTS: Ability to influence all sorts of living plants and trees, causing such organisms to move, entwine or entangle, form barriers or specified configurations, and so forth. The Green Men of the Dark Coast possess this ability, which they employ to suit their needs and in defense of their homes and families. Maximum area of effect is a five foot radius circle, and range is ten feet. The Green Men will never use this ability to cause actual harm to other living creatures.

NATURAL EMPATH: Ability to project mental images and read the mental images of other beings, both non-verbal talents. The ability may be used once per day, per level (duration is one minute per level). Individuals may seek to resist the "mind scanning" powers of a natural empath by force of will (roll on the **ACTION TABLE**, using **WILL RATING** as a modifier). Only muses possess this ability, which may also be used to detect intelligent living presences. Range is ten feet per level.

SHAPE-CHANGE: Ability to assume the form and abilities of other species of living animals or plants. The Manra tribes of Chana possess this talent, which takes many years to master. The ability may be used once per day, per level (duration: one minute per level). Degree of difficulty is based on the level of the creature or organism whose bodily form the shape-changer is attempting to assume.

SIXTH SENSE: The ability to sense danger, or even potential danger. The Jaka possess this innate talent, which they describe as a sort of highly developed intuition. The type, location or degree of danger cannot be apprehended by the use of sixth sense, which seems to have a practical range of about twenty to thirty feet. The acuity of the Jaka's senses would seem to explain the suspicious nature of these beings.

SPELL-WEAVING: Ability to weave magical spells through the use of song and dance. Casting time is increased by ten times through the use of this ability, but chance of success is increased by +4. Furthermore, spell-weavers can work together to combine their magical powers. The ability is a secret of the Sawilu tribes of the Crescent Isles, who claim that spell-weaving takes as long as seven years to learn.

SPIRIT TRACKING: The ability to track creatures and beings of any sort by following the faint trails left behind by their spirit essences. Only the Nagra race possesses this ability.

APPENDIX THREE: SPELLS

MINOR ENCHANTMENTS

The first spells which any student of the Arcane Arts learns are the minor enchantments; rudimentary magics of limited power and effect. Though considered to be largely the domain of apprentices, charlatans and mountebanks, these spells are not without certain practical applications. There are three types of minor enchantments, as follows:

CHARM: Charms are minor dints of magic capable of effecting emotional or physical changes in most types of living creatures. To activate any type of charm, the caster needs to do very little: a whispered arcane phrase, accompanied by a corresponding motion of the hand or fingers, suffices in most instances. A charm may be made to affect up to one individual per level of the spell, range being limited to a 10 foot radius area surrounding the caster. Unless stated otherwise, a charm's effects last for ten minutes.

The most common types of charms include:

FASCINATION: Engages the rapt attention of the subject(s), arousing interest in whatever the caster is saying or doing. The reverse of this charm (called *ENNUI*) causes subjects to view the caster (or any single designated individual) as a person of little or no consequence, unworthy of any great concern.

PASSION: Instills ardor or lust in the subject(s), causing the subject(s) to view the caster (or any single designated individual) as a potential romantic interest. The reverse of this charm (called *ABJURATION*), causes the subject(s) to regard the caster (or designated individual) with obvious distaste.

REJUVENESCENCE: Cast upon two or more individuals, this charm restores vitality lost through arduous activity, lack of rest or sleep, etc. Cast (by touch) on a single subject, the charm heals one hit point of damage per level of the spell. The reverse of this charm (called *ENFEEBLEMENT*), cast upon two or more individuals, causes the subject(s) to feel tired and listless (-1 penalty to **SPEED** and **PERCEPTION RATING**); only sleep will remedy this feeling. Cast (by touch) upon a single subject, this charm drains one hit point of energy per level of the spell. Except as pertains to multiple-subject applications, duration of effect is indefinite.

SPELLBIND: Renders the subject(s) incapable of movement and/or speech, at the caster's discretion. In either case, spellbound subjects still remain conscious and alert to their surroundings. The reverse of this charm acts as a counterspell, but has no other effect.

MAGIC RESISTANCE: vs WILL, to resist the effects of any charm.

CANTRIP: Cantrips are minor magics capable of affecting unliving objects and materials. To activate any type of cantrip, the caster waves a hand (or wand, staff, etc.) over the object or material which is to be affected and utters an appropriate incantation. A cantrip can be made to affect a single object or item weighing up to ten pounds per level of the spell. Unless stated otherwise, a cantrip's effects last for ten minutes.

The most common types of cantrips include:

FALSE DWEOMER: Allows the caster to invest an object or item with a false magical dweomer, or aura. Creatures or beings capable of detecting magical emanations will be fooled by this cantrip unless they make a successful *MAGIC RESISTANCE* roll vs INTELLIGENCE. Duration is indefinite.

MAGICK: Allows the caster to invest any non-magical object, weapon or other item with a temporary aura of enchantment, rated at +1. Magicked items retain their power for ten minutes, then revert to their former state.

SAFEKEEP: Renders any object, item, or locking mechanism safe from tampering or theft. Individuals attempting to touch, grasp or otherwise manipulate an object or item protected by this cantrip will be repulsed by a painful jolt of magical energy (1 point of damage). A caster may not carry on his or her person more than one item protected by a Safekeep, nor will a Safekeep do harm to the individual who cast it. Duration is indefinite.

WEIRD: Allows the caster to invest any object, weapon or other item with the essence of a minor spiritform or quasi-elemental. An object with a Weird cast upon it may be animated at will by the caster; if dropped, thrown, lost or taken away, the item will return to the caster at his or her call. A weapon with a Weird cast upon it can be made to fly at an enemy at the command of the caster, and may be returned or thrown again on the following round (roll on the **MAGIC** column of the **ACTION TABLE** to determine if each such attack is successful). A caster may not carry on his or her person more than a single item enchanted with a Weird. Range of control may not exceed 100 feet. Duration is indefinite. A counterspell cast upon a Weirded weapon in flight will cause it to drop harmlessly to the ground. Conversely, a caster may employ this cantrip against any hand-thrown weapon, causing it to stop in mid-flight or fly back towards its thrower.

MAGIC RESISTANCE: None, except as stated for FALSE DWEOMER.

HEX: Hexes are minor curses capable of affecting inanimate objects or living creatures. To activate a hex, the caster points at the intended target and utters a curse or other dire imprecation. The subject of the hex must be in view (or the caster must have in his or her possession some object or item which belonged to the intended victim) in order for the hex to be effective. Duration is indefinite; hexes can only be removed by an appropriate counterspell or other magic.

The most common types of hexes include:

BEWITCH: Enables the caster to haunt the dreams of the Bewitched individual, allowing the victim no rest or surcease. Tormented by the nightmarish visions, the unfortunate victim loses one point of WILL per day; at -10 WILL the individual loses the will to live, and dies. Victims of this hex exhibit no outward signs of illness, but are simply too depressed to do anything.

JINX: Sets loose a minor spiritform or quasi-elemental to wreak mischief on the intended target. If a Jinx is cast upon a living creature or being, the subject suffers a -1 penalty on all die rolls, and will find himself/herself the target of numerous minor mishaps and luckless calamities; if something can go wrong for the victim, it most assuredly will (Gamemaster's ruling in all cases). A Jinx cast upon a non-magical inanimate object or item will cause it to break, malfunction, or otherwise fail to work as expected; usually, just when it is needed most.

MALEDICTION: Enables the caster to visit upon the intended subject any single type of relatively minor disease or affliction: blisters, warts, sores, itching, falling hair, offensive body odors, etc. Victims will lose one point of CHARISMA per day; at -10 CHARISMA, the unfortunate subject will be shunned by all but their closest friends or relatives (roll vs WILL to determine if even such individuals as these can bear the odious presence of the victim).

OBSESSION: Enables the caster to implant in the mind of a chosen victim a single thought, urging or desire. The nature of the Obsession is entirely up to the caster to determine: possibilities range from such subtle urges as abandoning a previously-stated goal, choosing one path over another, or experiencing an "intuitive" warning of imminent danger, to the desire to serve the caster, betray one's friends, or even a "deathwish." If the Obsession is one which would go completely against the subject's nature, he or she is allowed a chance to resist the hex (roll vs WILL to do so). If not, the victim will obey the urging, without question. Should others attempt to restrain the victim of an Obsession, the subject will offer violent resistance.

MAGIC RESISTANCE: None, except as stated for OBSESSION.

BASIC SPELLS

CONJURATION: A Spell of Conjuration allows the caster to create a magical replica of any inanimate object or living organism. The spell has certain practical limitations: the amount of inanimate materials which can be created cannot exceed 1 x 1 x 1 foot per level of the spell; similarly, the level that the spell is cast at determines the level of any conjured creature or being. Conjured objects and creatures have properties and powers similar to the things which they resemble, but are reduced to dust if subjected to more than *ten points* of damage. All radiate a strong aura of magic. It is not possible to use a Spell of Conjuration to create actual magic items or individuals with *spell casting* or any other acquired skill. To activate the spell, the caster recites an arcane couplet while holding both hands aloft, thus causing the desired conjuration to appear. Duration is ten minutes per level.

MAGIC RESISTANCE: None.

DIVINATION: A Spell of Divination allows the caster to receive knowledge of some past, present or future event. An adjunct or medium of some sort is required to cast the divination: magicians from civilized lands often employ such devices as crystals, mirrors and other reflective surfaces; astrologers and savants study the positions of suns, moons and stars; others gaze at the patterns created by a flickering fire, or read runic tablets, bones, or the entrails of sacrificial beasts. Regardless of the method being employed, a divination may be made to reveal one of the following:

1) FATE: Information concerning an event which has already taken place; such as the outcome of a battle, the condition (alive, dead, safe, in danger, etc.) or location of a specific individual, etc.

2) WISDOM: Information concerning the advisability of a proposed course of action, whether it is wise to begin or continue some sort of undertaking, etc.

3) DESTINY: Information concerning the likelihood of a given event or circumstance occurring in the future, pertaining to a specific person, place or thing.

The knowledge received by casting a divination may take the form of a vision, omen, or some other presentiment, at the Gamemaster's option. While the result of any divination may be somewhat cryptic or unclear, it will always contain an underlying element of truth. Generally speaking, the higher the level of the divination, the more specific/revealing will be its result. Casting any type of divination takes at least two rounds (one round to cast the spell, and one round to read or ascertain the results).

MAGIC RESISTANCE: None, though there are magical means of thwarting the visual properties of crystals, mirrors, etc.

ILLUSION: A Spell of Illusion allows the caster to create illusory objects, creatures, effects or areas, as desired. Though devoid of true form and substance, the images created by this spell will appear to be quite real in all respects, including sight, sound, smell, taste or touch. Encountered at close range, such illusions may be seen for what they truly are (see **MAGIC RESISTANCE**). If not, victims of the deception will believe the illusion to be real, and act accordingly: attempting to battle or flee from illusory monsters, walk over an illusory bridge, put out an illusory fire, embrace an illusory lover, eat an illusory meal, etc.

The maximum area of effect for a Spell of Illusion is 1 x 1 x 1 foot per level, and duration is ten minutes per level. To activate the spell, the magician holds both hands aloft (as per a Spell of Conjuration) and utters a brief incantation, thus causing the illusion to appear (maximum casting distance is equal to range of sight).

MAGIC RESISTANCE: vs PERCEPTION, though only by touching or making some contact with the illusion can such a determination be made. Unless the die roll indicates "success," victims will be unable to banish the illusion from their minds, regardless of what anyone says or does to help dissuade them that what they are seeing does not exist. Although an illusion cannot cause actual harm, a victim can die of fright if "killed" by an illusory monster or some other threat.

INFLUENCE: A Spell of Influence allows the caster to utilize one of the following forms of mind control:

BEGUILE: The target of the spell will become intrigued with the caster, and will react favorably to any relatively reasonable suggestion. So subtle are the effects of a Spell of Beguiling that the victim will believe the caster's suggestions to be his or her own. Cast in reverse, this version of the Spell of Influence produces suspicion and uneasiness in the targeted individual.

COMMAND: The target of the spell may be commanded to perform any action, and must obey. The reverse of this spell, called countermand, can be used to negate the effects of any Spell of Influence or Control.

Duration is ten minutes per level, and range is hearing range. To activate the spell, the caster performs a subtle gesture of the hand, then speaks the desired suggestion or command. It is worthwhile to note that the subject of a Spell of Command, temporarily robbed of volition by the caster, reacts and moves somewhat like a zombie (not so with a Spell of Beguiling). In either case, the intended victim must be able to comprehend the language used by the caster in order for the spell to be effective.

MAGIC RESISTANCE: vs WILL, to resist the magical influence.

LEVITATION: A Spell of Levitation allows the caster to raise into the air any object or creature, or to bestow upon himself/herself the power of flight. Levitated objects may be made to hover in mid-air and move in any direction desired. An object or creature levitated in this fashion can be made to suffer falling damage, if this is the caster's intention. A caster using this spell to fly will be unable to remain airborne if attempting to carry more than his or her normal encumbrance's worth of weight. The weight limit for levitated objects is twenty-five pounds per level, with maximum altitude being limited to ten feet per level. Whether the spell is used for levitation or flight, duration is ten minutes per level. To activate the spell, the caster recites a brief incantation. If flight is desired, the caster raises both hands in a sweeping motion, arms extended; to levitate, the caster gestures towards the target creature or object, directing vertical or horizontal motion by corresponding movements of the hand.

MAGIC RESISTANCE: vs DEXTERITY, to avoid being "targeted" by the caster's gesture, which serves as the focal point of the spell's energy. If the recipient is willing, magic resistance need not apply.

METAMORPHOSIS: A Spell of Metamorphosis allows the caster to magically transform one creature into another. The spell will work on any living creature or organism (the caster included), but is ineffective vs inorganic matter and extra-dimensional entities. Individuals or creatures metamorphosized into another form retain their original mental faculties, memories and level of ability (including hit point totals), while acquiring such abilities as their new forms will allow. If metamorphosized into a form which would by its nature prohibit the use of a particular skill or ability, the subject will be unable to employ such talents until returned to his or her original form. Duration is ten minutes per level. To activate the spell, the caster speaks an arcane phrase and waves a hand over the intended subject. A shower of sparkling motes emanates from the caster's hand, causing the desired effect as it contacts the target.

MAGIC RESISTANCE: vs DEXTERITY, to dodge the shower of sparkles. Note that a miscast Spell of Metamorphosis may yield unfortunate results, such as partial metamorphosis, mutation, inability to resume original bodily form, loss of identity, etc.

RADIANCE: A Spell of Radiance allows the caster to create a sphere, beam, or burst of brilliant light. The radiance may be used to illuminate up to a twenty foot radius area, or may be employed to blind or dazzle foes. In the latter case, the spell's energy must be unleashed all at once in a great burst of light (effective range: ten feet per level). For purposes of illumination, duration is ten minutes per level. A sphere of light may be cast upon a wand, staff or other device and transported as desired. The spell may also be cast in reverse to create up to a twenty foot radius area of darkness. To activate the spell, the caster speaks an appropriate phrase and holds forth a single hand, palm extended. The desired form of radiance or darkness is thus produced, directed by the caster's outstretched hand.

MAGIC RESISTANCE: vs SPEED, to shield the eyes from being blinded. If unsuccessful, normal vision is restricted for a number of minutes equal to the level at which the spell was cast.

REVEALMENT: A Spell of Revealment allows the caster to detect one of the following:

1) MAGICAL EMANATIONS: The relative strength or weakness of the magic can be discerned, as can the type of spell or magic present (enchantment, illusion, metamorphosis, ward, sigil, etc.).

2) UNSEEN PRESENCES: The nature of the presence (spiritform, mortal, shadowform, etc.) can be discerned, as well as its relative power.

The reversed form of this spell (known as the Spell of Concealment) may be used to disguise magical emanations or to render invisible any single object or creature (duration: ten minutes per level). Range in either case is limited to a ten foot radius area surrounding the caster. To activate the spell, the caster states the spell's intended purpose and executes three swift gestures, thus causing the desired effect.

MAGIC RESISTANCE: None.

SPELL OF ELDRITCH POWER: A Spell of Eldritch Power allows the caster to summon forth the magical energies of the outer dimensions, which may be utilized in one of two forms:

BOLT: An eldritch bolt is comprised of pure magical energy, and may be hurled up to a range of ten feet per level. The bolt of magical energy does 1-4 points of damage per level, vs living creatures and extra-dimensional entities alike.

SHIELD: An eldritch shield affords protection against magical energies of all kinds, but has no power to ward mystic, elemental or non-magical threats. The shield can be made to take any form desired, up to the size of a ten-foot diameter sphere. Its color is variable, as the caster desires. An elemental shield can withstand up to four points of damage (cumulative) per level, after which it will shatter into hundreds of harmless shards of magical force. Duration is ten minutes, and range is limited to the area immediately surrounding the caster. An eldritch shield is effective only for purposes of defense.

To activate the spell, the caster recites an incantation which causes magical energies to gather about him (or her), and gestures towards the target area.

MAGIC RESISTANCE: vs DEXTERITY to dodge a bolt of eldritch power; success = minimum damage (one point per level).

SPELL OF ELEMENTAL POWER: A Spell of Elemental Power allows the caster to summon forth the forces of nature, which may be made to take one of the following forms:

BOLT: Comprised of elemental earth, wind, ice, fire or lightning, a bolt of elemental power can be hurled by the caster at ranges of up to ten feet per level. A single bolt will do 1-4 points of damage per level, of a type corresponding to the elemental power being wielded: elemental earth does impact damage; elemental wind can be used to dismay avians, capsize or damage sailing vessels, or stun; elemental ice can freeze, make surfaces slick or do cold damage; elemental fire can ignite combustibles, melt soft metals, or do heat damage; and elemental lightning will shatter wood and stone or do electrical damage.

SHIELD: An elemental shield affords protection from any elemental force or substance, including non-magical metal, wood, stone, glass, etc. The shield can be made to take any form desired, up to the size of a ten-foot diameter sphere. Its appearance resembles radiant green glass. An elemental shield can withstand up to four points of damage (cumulative) per level, after which it will buckle, shatter and dissolve into nothingness. Duration is ten minutes, and range is limited to the area immediately surrounding the caster; the shield is defensive in nature, and cannot be employed as an offensive weapon.

To active the spell, the caster intones in a commanding voice one of the ancient and secret names of the true elementals, while gesturing at the intended target or area.

MAGIC RESISTANCE: vs DEXTERITY, to dodge a bolt of elemental power; success = minimum damage (one point per level).

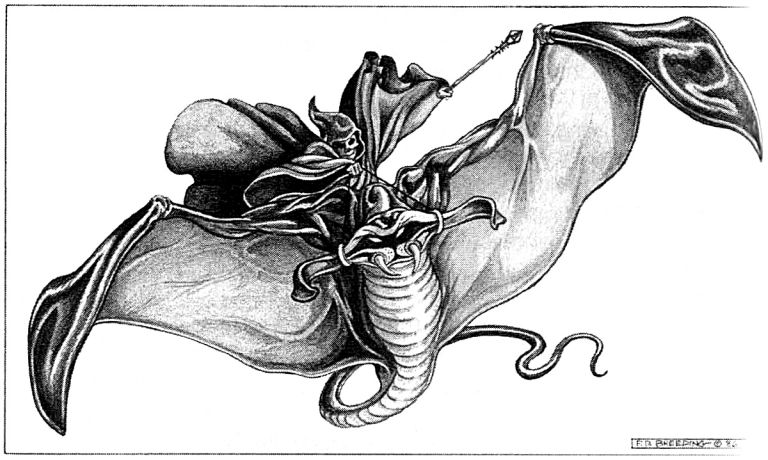
SPELL OF MYSTIC POWER: A Spell of Mystic Power allows the caster to summon forth the mystical forces of the mind, which may be directed in either of two ways:

BOLT: A mystic bolt is comprised of focused mental energy, and may be hurled up to a range of ten feet per level. Used only to stun, a mystic bolt does 1-4 points of damage per level, and will even affect spiritforms.

SHIELD: A mystic shield affords protection against mystic forces, psychic probing, Spells of Influence or Control, etc. The shield can be made to take any form desired, up to the size of a ten-foot diameter sphere. Its appearance resembles blazing astral light of a color matching the caster's aura, or "soul." A mystic shield can withstand up to four points of damage (cumulative) per level, after which it will waver in intensity and fade into nothingness. Duration is ten minutes, and range is limited to the area immediately surrounding the caster. Like an elemental shield, a mystic shield is limited to defensive applications.

To activate the spell, the caster speaks a mystic mantra and gestures towards the intended target or area.

MAGIC RESISTANCE: vs DEXTERITY, to dodge a bolt of mystic power; success = minimum damage (one point per level).



SPELL OF SUMMONING: A Spell of Summoning allows the caster to call forth a creature or being from another plane of existence to do his or her bidding. The type of creature (devil, demon, spiritform, etc.) to be summoned is up to the caster to decide, the level of the summoned creature being determined by the level at which the spell is cast. If the spell is cast correctly, the desired creature will appear at once. Constrained by the ancient pact of summoning, the creature or being can be compelled to perform a single, specified service for the caster, such as: slay an enemy of the caster, answer up to three questions, identify an artifact or relic and explain its uses, appraise the authenticity or value of an item, teach a spell (if known by the summoned creature), transport the caster or a prisoner of the caster to some specified location, perform a physical labor of some sort, and so on.

If the spell fails, the summoned creature will still appear. Unconstrained by the pact of summoning, the creature or being will act according to its nature: chaotic creatures may seek to slay the caster, do damage to the surrounding area, etc.; creatures of a diabolical nature may exact a more subtle and sinister vengeance, such as bringing down a curse upon the caster, capturing or robbing the caster, etc.; benign creatures, at the very least, will not appreciate being dragged from their home plane, and will make their displeasure known to the caster.

If the spell is miscast, an interdimensional rift will be created (Gamemaster's decision as to what enters through the rift, or what/who is pulled in).

In all but the latter case, a summoned creature or being will be empowered to return to its home plane after ten minutes have elapsed, *unless* the caster has some further means of constraining the creature (magical device, cage, spell, etc.). Only in this case may the caster retain a summoned creature's services for more than ten minutes.

To activate the spell, the magician inscribes a circle of protection and thaumaturgic triangle on some solid surface (floor, the ground, etc.)

using magical pigments. This operation will take a minimum of ten minutes to complete. The caster then stands in the circle and recites the proper incantation in a commanding voice, naming the type of creature which is to be summoned. The summoned creature or being will appear within the confines of the triangle.

MAGIC RESISTANCE: None.

SYMBOL OF POWER: Symbols of Power are arcane inscriptions invested with a measure of magical energy. The three types of symbols which may be cast are as follows:

1) SIGILS: A sigil is the personal mark of a spell caster. Inscribed upon any item owned by the caster, a sigil prohibits any other creature or being from grasping or otherwise utilizing the protected device. In effect, the sigil surrounds the inscribed article with an inviolate field of invisible force; unauthorized persons who attempt to touch such items will experience searing pain. The number of articles which a caster may protect with his or her personal sigil at a given time cannot exceed his or her level of ability.

2) SEALS: A seal prevents the opening of any single lock or containment device (chest, pouch, stoppered vial, etc.) upon which it has been inscribed. Without the use of a counterspell, the power of a seal can only be circumvented by breaking or damaging the device upon which it has been inscribed.

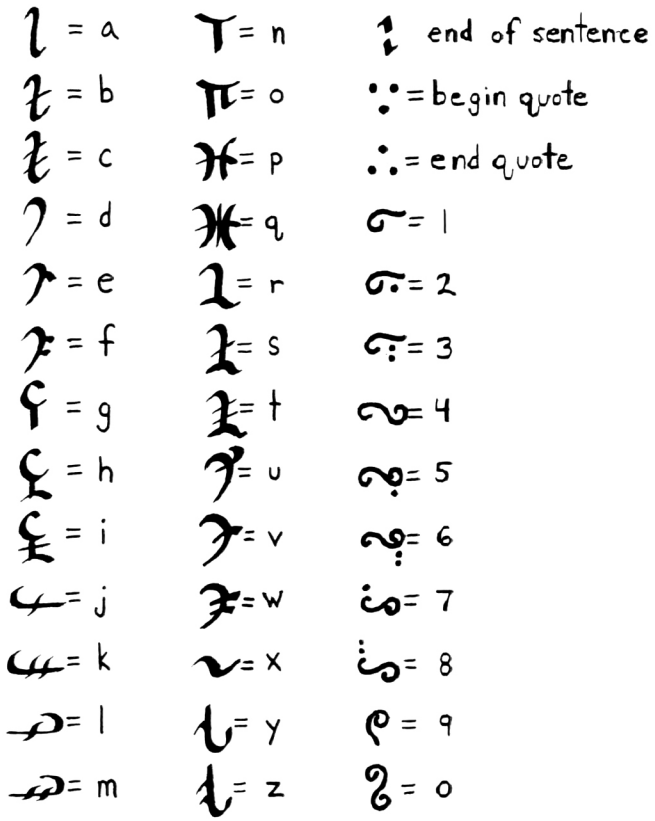
3) WARDS: A ward can be used to protect any single object or creature from a specified form of attack or damage (such as fire, cold, daggers, arrows, etc.). A creature or object can never be protected by more than one ward.

With the exception of wards, which have an effective duration of one hour per level, symbols retain their power until removed by the use of a counterspell. A caster can never be affected by his or her own symbols, though a miscast Symbol of Power may yield any number of undesireable effects. To activate the spell, the caster traces the outline of the symbol on the chosen subject, using a finger, staff, or wand. The symbol will glow briefly, then disappear, signifying that its power is in effect.

MAGIC RESISTANCE: None.

SIGILS OF LEGENDARY MAGICIANS

TALISLANTAN SCRIPT



APPENDIX FOUR: EQUIPMENT AND SUPPLIES

The following is a list of equipment and supplies available in the world of Talislanta (descriptions of unusual goods and items can be found at the end of this section). Prices listed here reflect the standard costs for goods of reasonable (standard) quality as found in regions where such goods are in abundant supply. Prices may be adjusted as follows:

1) Half price for shoddy or used goods
2) Double price (or more) for goods of superior quality (such as red iron)
3) +50-200% in areas where goods of a given type are rare or illegal
4) Half price if items are purchased in large quantities (3-6 dozen plus; magical/alchemical mixtures and products are the exception, and can rarely be purchased in bulk quantities)
5) +10-40% for tariffs on imported goods
6) Weights listed for metal weapons/gear are as per black iron; ½ weight for red iron or adamant.

WEAPONS LIST

The following is a list of weapons used by the various peoples of Talislanta (descriptions of the more unusual weapon types may be found in **APPENDIX FOUR: TALISLANTAN MISCELLANY**). All weapons in this section are rated according to damage (DAM), weight in pounds (WT.), the *minimum* strength required to employ the weapon (STR), and its average cost. An asterisk (*) indicates that the weapon may be thrown or otherwise used as a missile.

TYPE	DAM	WT.	STR	COST
Ariane bow*	1-8	5	+1	75 G.L.
Ariane mace	1-10	10	0	
Battle axe (Sauran)	1-12	30	+3	5 G.L.
Bladestaff (Kasmir)	1-8	6	-1	
Bow, horn short*	1-8	5	0	5+ G.L.
Broadsword (Za)	1-10	10	0	20 G.L.
Bwan (Mud People)	1-10	15	+2	2 C.P.
Club (Enim, carved stone)	1-20	75+	+7	100+
Club (Ice Giant)	1-20	100+	+6	–
Club (Ur, Yaksha-paw)	1-12	40	+3	200
Crescent knife (Ardua)*	1-4	½	-	2 G.L.
Crossbow, heavy*	1-12	5	0	20 G.L.
Crossbow, light*	1-8	2	-1	10 G.L.
Cutlass	1-10	10	0	20 G.L.
Dagger (w/scabbard)	1-6	1	-	1 G.L.
Da-khar (Rajan)	1-4	½	–	20+ G.L.
Dart-thrower (Ardua)*	1-4	1	–	5 G.L.
Duar (Gryph)*	1-10	5	0	2 G.L.
Dueling sword	1-8	2	-2	10 G.L.
Flail (slavers')	1-10	6	0	2 G.L.
Flange-bow (Sea-Nomad)*	1-12	2	0	20 G.L.
Garde	1-6(+STR)	10	+1	10 G.L.
Garotte	1-8	1/10	–	1 C.P.
Greatsword	1-12	20	+1	30 G.L.
Gwanga	1-10	4	+1	20 G.L.
Halberd (Danuvian)	1-12	10	+1	10 G.L.
Handaxe*	1-6	5	0	5 S.P.
Hurlant (Dracartan)*	1-12	12	+1	500
Iron spear (Vajra)	1-12	20	+2	15
Jang (Harakin)*	1-8	3	+1	40 C.P.
Javelin*	1-8	2	-1	1 G.L.
Khu (Harakin)	1-8	2	0	8 G.L.
Krin (Harakin)*	1-12	10	+1	12 G.L.
Longsword	1-10	6	0	12 G.L.
Mace	1-10	10	0	4 G.L.
Matsu (Ahazu)	1-12	15	+1	10 G.L.
Oc (Imrian;w/shoulder case)*	entangle	2	0	5 G.L.
Polehook (Stryx)	1-8	5	-1	2 G.L.
R'ruh (Yrmanian)*	1-8	3	0	6 G.L.
Scimitar	1-8	4	-1	10 G.L.
Sling*	1-4	1/10	-	2 C.P.
Spear*	1-8	4	-2	1 G.L.
Spring-knife (Kasmir)*	1-4	1/2	-	5
Staff	1-8	5	-2	5 S.P.
Tarak (Harakin)	1-12	30	+2	10 G.L.
Throwing knife*	1-4	1	-	1 G.L.
T'sai (Manra)*	entangle	1	-	2 G.L.
Warhammer	1-12	30	+2	5
War whip (Sauran)	1-10	10	+1	2 G.L.

SIEGE WEAPONS

TYPE	DAM	CREW	COST
Ballista, heavy	3-36	4+	250
Ballista, light	3-18	2	120
Catapult, heavy	3-30	6+	300
Catapult, light	3-24	4+	175
Correg (Imrian)	2-16	2	100
Fire-thrower	3-30	8+	1000
Hurlant, ship's (Dracartan)	3-24*	2	2000
Hurlant, siege (Dracartan)	4-40*	4	5000
Scourge (Ur)	4-24	40+	500

*Type of damage determined by contents of missiles.

AMMUNITION/ACCESSORIES FOR MISSILE WEAPONS

TYPE	WT.	COST
Fire-bomb (fire-thrower missile)	20 lb.	10 G.L.
Harpoon bolt (for correg)	2	1 G.L.
Hurlant bolt	½	25 G.L.
Pouch w/20 sling stones	5	1 S.P.
Quiver (Ariane bow)/20 Ariane arrows	5	1 G.L./2 G.L.
Quiver (dart thrower)/10 darts	½	2 S.P./1 G.L.
Quiver (h. crossbow)/20 quarrels	6	5 S.P./2 G.L.
Quiver (Krin)/10 bolts	12	5 G.L./5 G.L.
Quiver (1. crossbow)/20 quarrels	4	5 S.P./1 G.L.
Quiver (short bow)/20 arrows	4	5 S.P./5 S.P.
Ship hurlant missile	10	125 G.L.
Shoulder pack/10 hurlant bolts	10	2 G.L./250 G.L.
Siege hurlant missile	20	250 G.L.
Spring blade (for spring knife)	¼	2 S.P.

ARMOR

Information on armor includes **STRENGTH RATING** required to wear without being encumbered (STR; see **NOTES**), protection afforded and cost.

TYPE	STR	PROTECTION	COST
Battle armor (full suit)	+3	5	2000+ G.L.
Chain mesh/dragon hide	+1	3	200+ G.L.
Hide/padded cloth/fur	-2	1	1-4 G.L.
Land/mangonel lizard hide	0	2	100+ G.L.
Plate mail (partial plate)	+2	4	500+ G.L.

NOTES: Weight for red iron chain mesh, plate mail and battle armor are half the listed totals. Individuals encumbered by armor suffer a penalty of -1 on **COMBAT RATING, SPEED** and **DEXTERITY RATINGS** per each point of STRENGTH under the listed minimum. Prices for metal armor are as per black iron (double for red iron).

SHIELDS

Information on shields includes weight (WT.), maximum damage the shield can withstand in a single attack without breaking (MAX. DAM.) and cost.

TYPE	WT.	MAX. DAM.	COST
Garde*	10	25	10 G.L.
Shield (hide, wood)	5	20	5 S.P.
Shield (iron)	20	30	20 G.L.

NOTES: Enchanting adds +20 to MAX. DAM. per each +1 rating. *Tazian parry/attack arm guard.

EQUIPMENT AND ACCESSORIES

Backpack/traveler's satchel	2 G.L.
Bandolier belt	10 G.L.
Bedroll	1 S.P.
Chest (lg.; max. 10,000 coins)	10 G.L.
Chest (sm.; max. 1000 coins)	5 G.L.
Coin purse	1 S.P.
Cusps (Gnomekin eye protection)	10 G.L.
Flask (iron)	1 S.P.
Flask (pottery)	5 C.P.
Gourd (w/stopper)	1 C.P.
Lantern	2 G.L.
Lantern oil (pint; one hour)	1 G.L.
Mirror (crystal)	10 G.L.
Mirror (metal)	2 G.L.
Pouch (belt)	2 S.P.
Pouch (shoulder)	1 G.L.
Rope (per foot)	1 C.P.
Sack (cloth)	1 C.P.
Sack (hide)	1 S.P.
Spyglass (10x power)	25 G.L.
Strongbox (lg.; max. 10,000 coins)	25 G.L.
Strongbox (sm.; max. 1000 coins)	10 G.L.
Tallow (burns one hour)	1 C.P.
Tinder box	5 S.P.
Torch (burns four hours)	1 C.P.
Waterskin (lg.; 2 gal.)	5 S.P.
Waterskin (sm.; 2 qts.)	2 S.P.
Wineskin (2 pints)	1 S.P.

TOOLS/PROFESSIONAL EQUIPMENT

Astrolabe (Sunra mariner)	50 G.L.
Barrel (lg.; 20 gallon)	5 S.P.
Barrel (sm.; 1 gallon)	1 S.P.
Cage (metal per cu. ft.)	1 G.L.
Cage (wood, per cu. ft.)	1 S.P.
Chain (per ft.)	5 S.P.
Crowbar	2 S.P.
Glass worker's tools	25 G.L.
Grapnel	2 S.P.
Iron maiden/rack	100 G.L.
Jeweler's tools	25 G.L.
Levitational engineer's tools	200 G.L.
Lock (Kasmir, per locking mechanism)	5 G.L.
Lock (simple)	1 S.P.
Locksmith's tools	20 G.L.
Logbook/ledger	2 G.L.
Loom (gossamer, spinifax, etc.)	1 G.L.
Mallet	1 S.P.
Manacles	1 G.L.
Metalworker's tools	50 G.L.
Net (dredging; mud miner)	2 G.L.
Net (fishing/throwing)	1 S.P.
Performer's make-up kit	2 G.L.
Pick/shovel	1 S.P.
Saw	2 S.P.
Sharpening stone	5 C.P.
Slave's collar	1 S.P.
Spikes/pitons (10)	1 S.P.
Stone worker's tools	10 G.L.
Thieves' tools	20 G.L.
Whip	1 S.P.
Woodsman's axe	2 S.P.
Woodworker's tools	10 G.L.

CLOTHING

Boots (cloth/hide)	5 S.P.
Boots (velvet/leather)	10+ G.L.
Cap (cloth/hide)	5 C.P.
Cap (velvet, sateen)	10 G.L.
Cape (cloth/hide)	2 S.P.
Cape (silk, sateen)	5+ G.L.
Cloak (cloth/hide)	5 S.P.
Cloak (velvet/brocade/fustian)	10+ G.L.
Gauntlets (chain mesh)	10 G.L.
Gauntlets (thick hide)	5 S.P.
Gloves (hide/cloth)	1 S.P.
Harness (leather)	1 G.L.
Headband (cloth/hide)	1 C.P.
Headband (silver)	5 G.L.
Hooded cloak	5+ S.P.
Loincloth/loinclout (cloth)	1 C.P.
Loincloth/loinclout (hide/fur)	2 C.P.
Ritual vestments	10+ G.L.
Robe (elaborate)	20+ G.L.
Robe (simple)	5 S.P.

Sandals/slippers (common)	5 C.P.
Slippers (elaborate)	10 + G.L.
Smock/dress (simple)	2 S.P.
Smock/gown (elaborate)	20 + G.L.
Tunic/breeches/vest (cloth)	2 C.P.
Tunic/breeches/vest (hide/fur)	1 G.L.
Tunic/breeches/vest (velvet/sateen)	10 + G.L.

TACK AND HARNESS

Barding (adamant)*	2000 + G.L.
Barding (black iron)*	300 + G.L.
Barding (hide)*	50 + G.L.
Barding (red iron)*	600 + G.L.
Battle rig (land/mangonel lizard)	20 G.L.
Battle tower (land dragon)*	1000 G.L.
Harness (any steed)	1 G.L.
Saddle bag	1 G.L.
Sedan chair (ogriphant)	40 G.L.
Yoke (per burden beast)	1 S.P.

*Prices for barding are as per aht-ra, equs and strider mounts; double these figures for land lizard, mangonel lizard, and ogriphant. Ten times these figures for dragon steeds.

BEASTS

Aht-ra (any type)	200-800 G.L.
Bottle imp (Sardonicus)	600-1200 G.L.
Darkmane*	200 G.L.
Draconid	600 G.L.
Dractyl*	800 G.L.
Dragon (egg or larval wyrrm)	500 + G.L.
Duadir (trained)	600 G.L.
Gold beetle (live)	100 G.L.
Greymane	300 + G.L.
Ironshrike (trained; vermin control)	100 G.L.
Kra (to tow coracle)*	2000 G.L.
Land lizard	1000 G.L.
Mandalan silkmoth	1 G.L.
Mandragore	500 G.L.
Mangonel lizard	2000 G.L.
Marsh strider	300 + G.L.
Moonfish (live)	40 G.L.
Nighthawk (trained; hunting bird)	200 + G.L.
Ogriphant	800 + G.L.
Rock urchin (live)	10 G.L.
Silvermane	500 + G.L.
Smokk-bird*	2000 G.L.
Snowmane	400 + G.L.
Strider	500 + G.L.
Talking raven	50 + G.L.
Tarkus (Kang hunting beast)*	1000 G.L.
Vari-colored warbler	5000 G.L.
Wrist-viper (trained)	300 G.L.
Zaratan*	1000 G.L.

CONVEYANCES

Arduan barge fort*	15,000 G.L.
Cargo barge	5,000 G.L.
Carriage (fancy)	200 G.L.
Cart	5 G.L.
Dragon barque*	30,000 G.L.
Dray (heavy cargo wagon)	200 G.L.
Duneship*	25-50,000 G.L.
Ice schooner	40,000 + G.L.
Imrian coracle*	10,000 G.L.
Imrian reed boat	5 G.L.
Land barge*	10,000 G.L.
Mangar carrack*	20,000 G.L.
Palanquin (curtained)	100 G.L.
Pleasure barge	40,000 G.L.
Sea galley	20,000 G.L.
Skiff/punt	10 G.L.
Wagon (enclosed)	100 G.L.
Wagon (open)	50 G.L.
Windship	50,000 + G.L.

Rarely sold*

FOOD/LODGING

Amber wine*	2 S.P.
Aquavit (Cymrilian liquor)*	2 G.L.
Blossom wine*	5 S.P.
Brine (Imrian drink)*	2 C.P.
Chakos (Arimite liquor)*	6 S.P.
Giant waterbug (Ardua delicacy)	2 S.P.
Grog (common liquor)*	1 C.P.
Mandalan tea*	1 S.P.
Meal (full)	1 + G.L.
Meal (simple)	1 S.P.
Mochan (Kasmir beverage)*	2 G.L.
Moonfish (Quan delicacy)	50 G.L.
Mushroom ale (Gnomekin)*	5 C.P.
Night's lodging (above average)	2 + G.L.
Night's lodging (average)	5 S.P.
Quaga (shellfish; delicacy)	1 G.L.
Road rations	1 G.P./week
Rock urchin (steamed; delicacy)	10 G.L.
Sea slugs (Imrian meal)	1 S.P.
Seeds (Ardua meal)	1 S.P.
Skoryx (Sindaran liquor)*	10 G.L.
Stable fee (basic)	1 S.P.
Stable/groom's fee	2 S.P.
Tazian fire-ale*	1 G.L.
Thaecian nectar*	5 G.L.
Vinesap (Ardua)*	1 G.L.
Zandir wine*	1 G.L.

*Prices listed are for single glass/cup. Multiply times ten for bottle/pitcher, times one hundred for cask/keg.

BLACK MARKET WARES

Black mushroom powder (dram)	50 G.L.
Chana shrunken head	300 + G.L.
Devilroot powder (dram)	300 G.L.
Draconid's venom (dram)	300 + G.L.
Graven image	400 G.L.
Juju (inactive)	500 G.L.
Kesh (pint)	50 G.L.
K'tallah (dram)	100 + G.L.
Paralytic powder (dram)	75 + G.L.
Poison powder (dram)	100 + G.L.
Powder of madness	50 G.L.
Soulstone	2000 + G.L.
Venomwood resin (dram)	200 + G.L.

SLAVE MARKET

Ahazu	800 + G.L.
Bane (female, fangs filed)	100 + G.L.
Batrean concubine	5000 + G.L.
Batrean eunuch	200 G.L.
Chana Witchman	300 G.L.
Green Man gardener/servant	500 + G.L.
Jhangaran	50 G.L.
Mandalan servant/consort	1000 + G.L.
Mud People laborer	100 G.L.
Sawilu courtesan	2000 + G.L.
Sunra seaman	700 G.L.
Vajra engineer	600 G.L.

TRADE GOODS

Amber (lb.)	20 G.L.
Copper (10 lb. ingot)	2 G.L.
Exomorph pigment (sac)	500 G.L.
Gauze (sq. yd.)	1 S.P.
Glass, common (lb.)	2 G.L.
Glass, green (lb.)	5 G.L.
Gold (10 lb. ingot)	200 G.L.
Gossamer (sq. yd.)	1 G.L.
Hide/fur	5-100 + G.L.
Iron, black (10 lb. ingot)	1 G.L.
Iron, red (10 lb. ingot)	2 G.L.
Ivory (lb.)	10 G.L.
Linen, common (sq. yd.)	1 S.P.
Linen, viridian (sq. yd.)	5 S.P.
Mandalan silkcloth (sq. yd.)	1 G.L.
Muskront musk (dram)	10 G.L.
Produce/grain (ton)	100 + G.L.
Sackcloth (sq. yd.)	1 C.P.
Scintilla	100 G.L.
Silver (10 lb. ingot)	20 G.L.
Spices (lb.)	50 + G.L.
Spinifax (sq. yd.)	2 S.P.
Spinifax cord (ft.)	1 G.L.
Timber, common (sq. ft.)	1 C.P.
Timber, hardwood (sq. ft.)	1 S.P.
Timber, span oak (sq. ft.)	5 S.P.

MUSICAL INSTRUMENTS

Chime	1 S.P.
Clarion	20 G.L.
Drum	1 G.L.
Four-man bellows horn	200 + G.L.
Glass bells	5 G.L.
Glass flute	2 G.L.
Gong	1-10 G.L.
Gossamer harp	500 + G.L.
Intricate spiral-horn	50 + G.L.
Tambour	20 + G.L.

AMUSEMENTS

Cloth/wooden ball	1 C.P.
Kasmir puzzle-lock	10 + G.P.
Pentadrille (Cymrilian game)	100 + G.L.
Quatrillion deck (Sarista)	2 G.L.
Ska-wae dice (Mangar)	1 S.P.
Trivarian (Sindaran game)	800 + G.L.
Zodar deck (Rahastran)	20 + G.L.

JEWELRY*

Amulet/brooch	1 G.L.
Bracelet/armband	1 G.L.
Bracers (pair)	4 G.L.
Earring	5 S.P.
Medallion	4 S.P.
Necklace	1 G.L.
Ring	1 G.L.
Tiara	3 G.L.
Torc	2 G.L.

*Prices listed are for black iron or other common material. Double these figures for articles made of red iron, ivory or brass; multiply times ten for silver, times one hundred for gold. Cost of gemstones is additional.

MAGICAL/ALCHEMICAL MIXTURES AND PRODUCTS

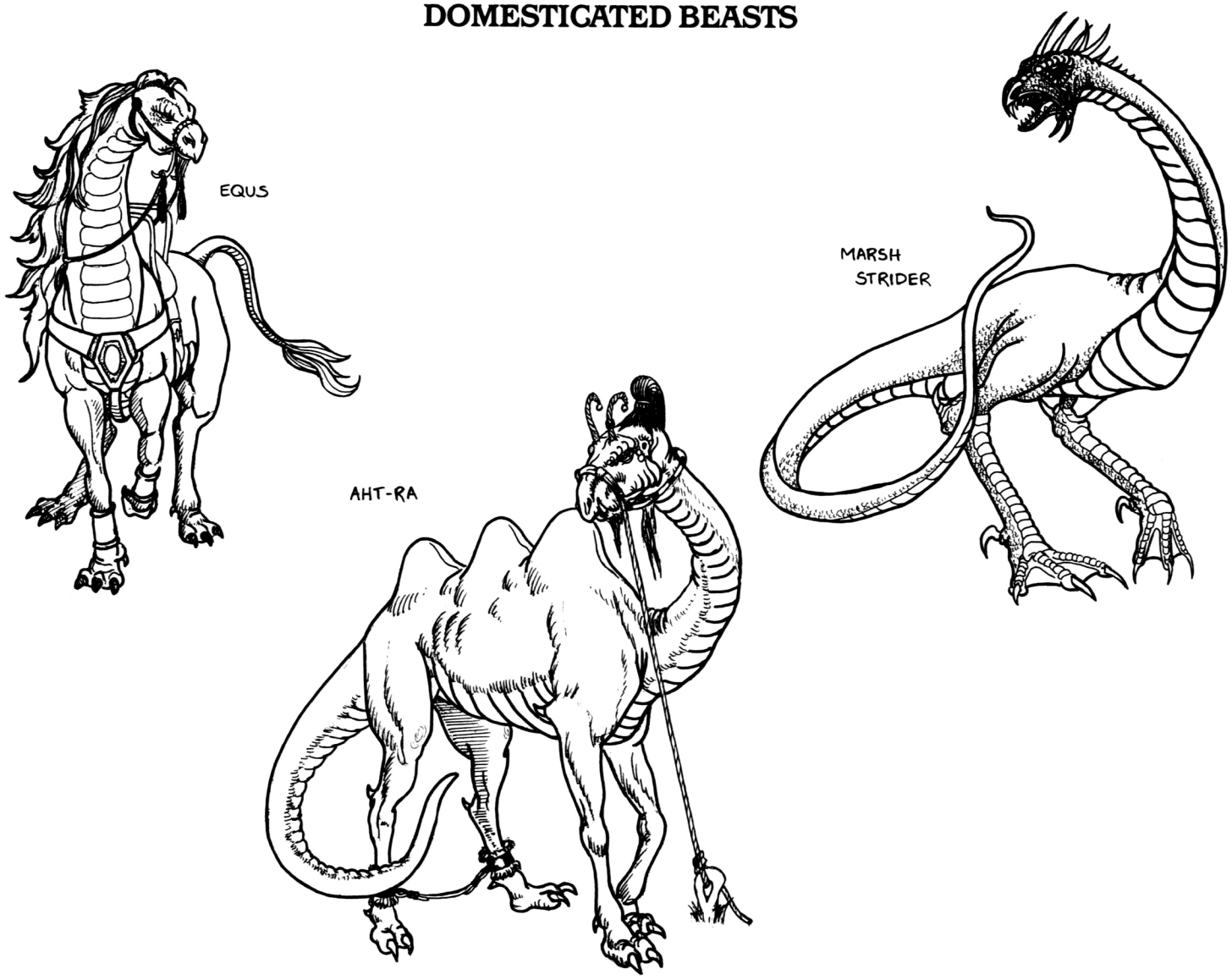
Adamant (one lb. ingot)	2000 G.L.
Alchahest	1000 G.L.
Amber crystal (lb.)	10 G.L.
Aphrodisiac elixir	100 G.L.
Cadeucus	500 G.L.
Ceremonial mask	1000 + G.L.
Cymrilian concentrate (2 gallons)	900 G.L.
Depilatory elixir	10 G.L.
Dream essence (pint)	900 G.L.
Elemental essence (pint)	100 G.L.
Essence accumulator	5000 G.L.
Fetish	2000 + G.L.
Flying potion	400 G.L.
Fragrant oils	100 G.L.
Healing elixir	200 G.L.
Homonculyte	2000 G.L.
Incendiary powder	250 G.L.
Levitationals	10,000 G.L.
Love philtre	200 G.L.
Magical fumes	100 G.L.
Magical pigments	100 G.L.
Medicinal purge	50 G.L.
Morphius powder	

MAGICAL/ALCHEMICAL SUPPLIES*

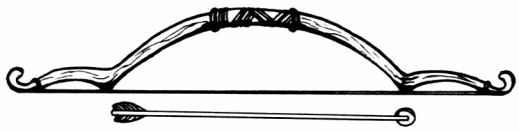
Alchemical test kit	5 G.L.
Alembic	1 G.L.
Apothecary jars (12)	1 G.L.
Astrolabe (astrologer's)	50 G.L.
Astrological chart	100 G.L.
Bellows	5 S.P.
Blowtube (alloy)	2 G.L.
Blowtube (silver)	25 G.L.
Brazier	2 S.P.
Cadeucus	200 G.L.
Capsule (Sindaran; 10)	1 G.L.
Censer	5 S.P.
Crucible	1 G.L.
Crystal ball (unenchanted)	20 G.L.
Furnace	200 G.L.
Hour glass	5 G.L.
Incense	1 S.P.
Inkwell (crystal)	5 S.P.
Inkwell (pottery)	2 S.P.
Mirror (obsidion)	200 G.L.
Mirror (silver)	10 G.L.
Mortar and pestle	1 G.L.
Piping/tubing (per ft.)	1 S.P.
Prism	2 G.L.
Quill pen	1 S.P.
Retort	1 G.L.
Scroll (hide)	5 S.P.
Scroll (parchment)	1 G.L.
Scroll case (bone/scrimshaw)	1 G.L.
Scroll case (hide/wood)	5 S.P.
Scroll case (silver)	10 G.L.
Spell book (iron-bound)	50 G.L.
Spell book (leather/hide-bound)	20 G.L.
Spell book (silver-bound)	100 G.L.
Sphere (per in. diameter)	1 G.L.
Tongs	1 S.P.
Vat (per cu. ft.)	5 G.L.
Vial (12)	5 S.P.
Wand (unenchanted, elaborate)	100 G.L.
Wand (unenchanted, simple)	10 G.L.

*5x listed price for amber crystal glassware.

DOMESTICATED BEASTS



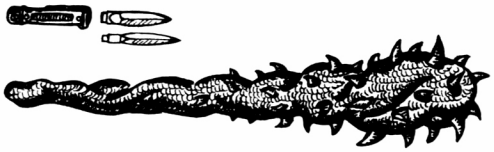
TALISLANTAN WEAPONRY



Ariane Bow (with blunt arrow)

Ariane Mace (with polished stone head)

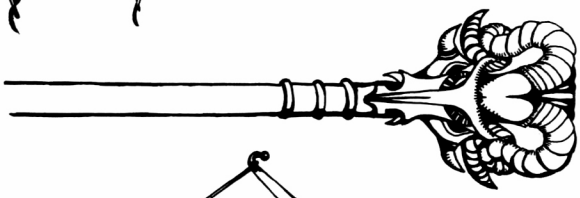
Kasmir Bladestaff (twisting the middle section causes blades to snap out and lock into place)



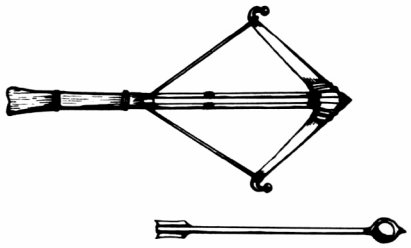
Kasmir Spring-Knife (pushing button on handle causes blade to fly forth; some can be strapped to the wrist and concealed within the sleeves of one's garment)

Bwan (Mud People warclub; made of thornwood)

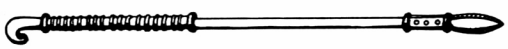
Za Broadsword (pommel decoration varies from one tribe to another)



Enim Warclub (carved stone)

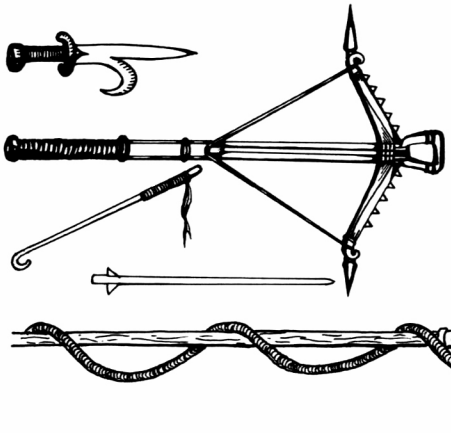


Hurlant (Dracartan missile weapon; tip of shaft is hollow, filled with a small quantity of elemental essence)



Vajra Iron Spear (mining tool and weapon)

Jang (Harakin edged boomerang; made of hammered black iron)

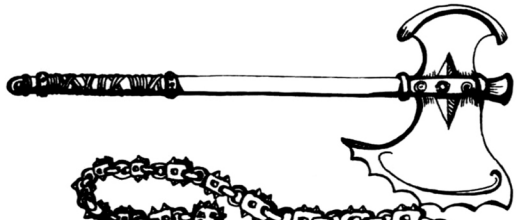


Khu (Harakin double-bladed knife)

Krin (Harakin heavy crossbow with iron bolt and lever for loading; the heavy iron bow may also be used as a warhammer or pick)

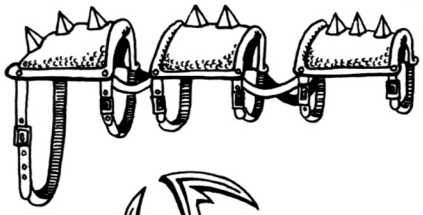
Imrian Capture-Pole

Tarak (Harakin four-bladed axe)



Sauran Battleaxe (with serrated cutting edge)

Sauran Warwhip (iron alloy with chain links)

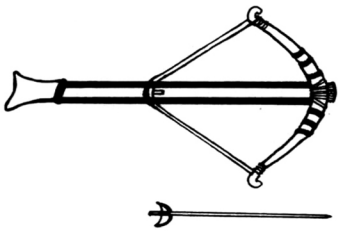


Garde (Tazian attack/parrying armor)

Gwanga (Ahazu throwing knife)

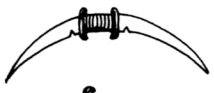
Matsu (Ahazu warclub; shaft is slightly flexible)

Duar (Gryph two-pronged spear; also used to pin prey)

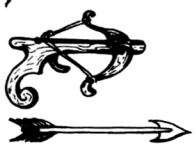


Flange-Bow (Oceanian; quills fit into slots carved in the bow)

Ur Warclub (made from mummified Yaksha's paw)



Crescent Knife (Arduan missile/hand weapon; also used to harves viridia plants)

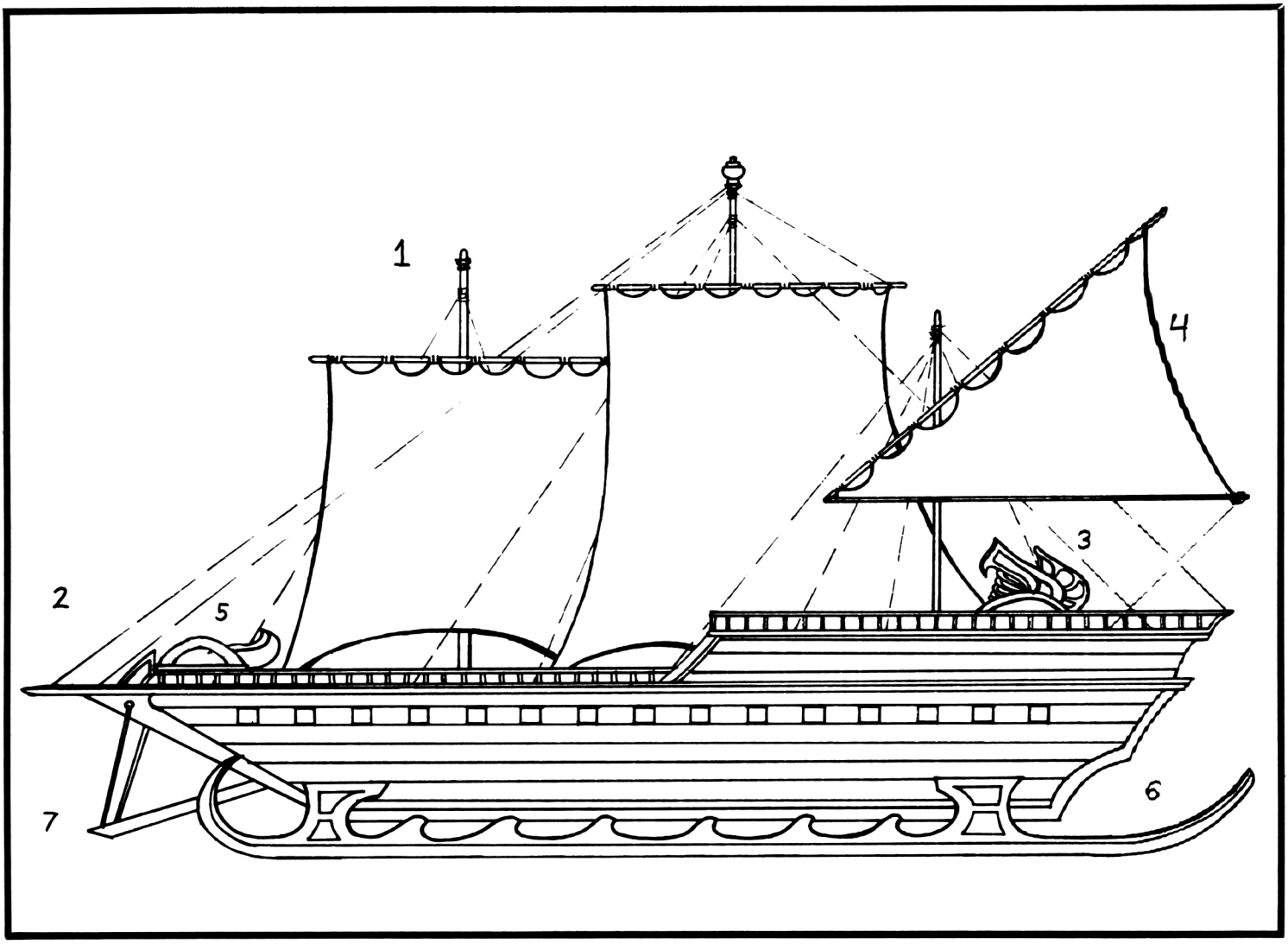


Dart-Thrower (Ardua)

R'Ruh (Yrmanian stone club/missile weapon)

Shadinn Executioners' Axe (often decorated with precious stones/metals)

Da-Khar (Rajan Assassins)



DUNESHIPS

The Dracartans' duneships are sailing craft built to operate overland. The vessels are well-suited to deserts, plains and saltflats or barrens, terrain types common to the central sector of the Talislantan continent. Duneships are of little use in wooded regions, hills, or other types of rough terrain.

The Dracartan military employs these unique vessels as troop carriers and mobile siege engines. The largest such ships may have up to seven masts, and can hold over a thousand warriors and half as many mounts. The Dracartans' land barges are built along similar lines; however, an additional wind funnel is usually employed in lieu of a siege hurlant in order to increase the ship's cargo capacity. Land barges are also broader in the beams, and generally forego aesthetics in favor of practicality and durability.

1) The duneship's sails and rigging are made of either spinifax or viridian, depending on the availability of these two types of imported materials. Thaumaturgic preparations are employed as fire retardants for all sailcloth and rigging.

2) The ship hull and masts are constructed of span-oak imported from Tamaranth, and plated with liquid red iron. The hold is partitioned, with separate sections for mounts, troops, munitions and supplies. Ports in the hull allow defenders to employ hurlants vs opposing forces when in battle. Crystal port-hatches can be slid into place in the event of sandstorms.

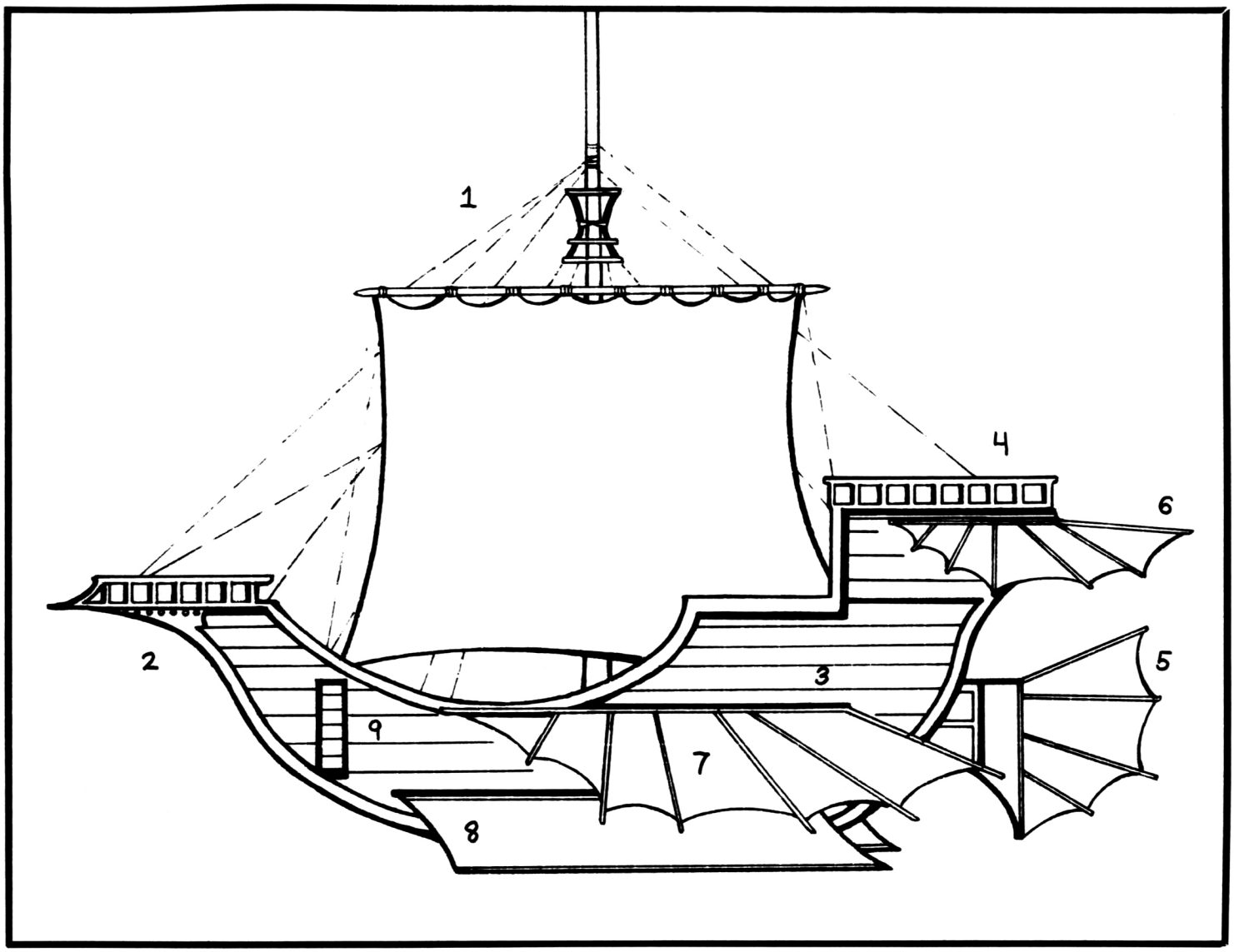
3) When prevailing winds prove inadequate, or when additional speed is required, the duneship's wind funnel can be employed. These devices consist of a complex array of tubes, baffles and pressure gauges. Storm crystals placed in the funnels' wind chamber provide impetus. The ship's thaumaturge regulates the degree of wind velocity produced by manipulating the wind funnel's control levers. The wind funnel is utilized in conjunction with the rudder-wing (*see #4*) whenever a duneship must execute any sort of intricate steering maneuver.

4) Duneships lack exceptional maneuverability, a problem inherent in the use of fixed runners (*#6*). To steer the vessel, a rudder-wing is employed. In calm weather, or in any situation requiring a rapid change in course or intricate maneuver, the ship's wind funnel must be used to power the rudder-wing; if damage occurs to the rudder-wing, a duneship can only travel in a straight line.

5) All duneships are equipped with siege hurlants, catapult-like devices which hurl globes filled with noxious thaumaturgic mixtures.

6) Duneships glide across the sands on runners made of red iron. The flat edges of the runners are lacquered with liquified silica compounds, which reduce friction.

7) The forward section of the bow is hinged, and serves as a ramp for troops, mounts and cargo.



WINDSHIPS

The windships of the Cymrilians and Phantasian dream merchants are wondrous craft which sail upon the winds as sea vessels ply the waters. Necessarily constructed of lightweight materials, the ships are unfortunately somewhat fragile, and require almost constant maintenance and repair. Extreme weather conditions are a particular source of concern to windship astrogationists: freezing rain or sleet can cause a ship to ice-up, often with disastrous results; high winds can do damage to the sails, or blow the vessel hopelessly off course. Lightning is perhaps the greatest hazard to these ships, which are also subject to the depredations of wind demons, azoryl, and other avian predators.

1) The ship's sails and rigging are usually made of gossamer, though spinifax is sometimes substituted.

2) Span-oak is preferred for the hull, mast and other structures. The hull is lacquered to reduce drag. Windships are not particularly seaworthy; though the vessels can be landed in water in an emergency, they have a tendency to become water-logged within just a few hours.

3) Windships are kept aloft by the devices known as "levitationals," which are installed below deck. The levitationals operate according to the principles of sympathetic magic, and are occasionally unreliable and difficult to control (*see #4*). Although the levitationals provide lift, windships are sail-driven craft; becalmed, a windship can only hover, and will usually drift to some extent.

4) In most windships, the controlling and steering mechanisms are located in the aftcastle. These include a lever to regulate altitude via the levitationals (*see #3*), a tiller or wheel affixed to the rudder (*#5*), and numerous winch-locks used to adjust the sails. A second lever is employed to raise and lower the gangplank (*#9*).

5) The ship's rudder has a webbed sail-fin, and is of some use in navigating the vessel.

6) The aft-wing provides a measure of stability, and aids in keeping the windship on its designated course.

7) The port and starboard wings provide lift on takeoff, and help stabilize the ship while in flight.

8) The keel struts enable the windship to land on solid ground without damaging the hull. It is a matter of debate as to whether the struts contribute to the ship's stability while airborne.

9) The gangplank is fashioned in such a way that it fits unobtrusively into the hull. It is used for boarding, and for loading cargo onto the windship.

APPENDIX FIVE: GAMEMASTER'S SECTION

The following section features additional information, tables and reference materials for use by Gamemasters preparing to start a Talislantan campaign.

LISTING OF STATS FOR TALISLANTAN ENCOUNTERS

The following is a list of basic stats intended for use by the Gamemaster, both as a quick-reference chart and as a guideline for the creation of new Talislantan life-forms. More detailed information on Talislantan flora and fauna can be found in **THE NATURALIST'S GUIDE TO TALISLANTA**. The Gamemaster should feel free to modify the information in this section as desired.

TYPE	LEVEL	H.P.	ATTACKS/DAMAGE
Abomination	1+	16+	Variable according to type
Ahazu	1+	16+	As per weapons (double attacks)
Aht-Ra	1-4	30-46	Bite: d4, Kick: d10
Amber Wasp	1	1	Sting: excruciating pain (1-4 rds.)
Araq	1+	12+	As per weapon
Archon	24+	80+	Touch: 20 points (energy damage) or by spell
Ardua (Blue)	1+	12+	As per weapon
Ardua (Green)	1+	10+	As per weapon
Ariane	1+	12+	As per weapon or spell
Avatar	2-16	40+	Touch: d10 (energy damage) or by spell/weapon
Azoryl	2-5	10-20	Beak: d10, Talons: d8
Bane	1-10	12+	Bite: d4 (blood drain), Claws: d8 + STR
Bat Manta	4-8	24-44	Electrical discharge: d12, Tail/Wings: d10
Beastman	1-12	15+	Bite/Claws: d4, or as per weapon
Black Savant	1+	14+	As per spell/weapon
Crag Spider	2-8	20-40	Bite: d8 (+ paralysis, 2-20 rds.)
Crested Dragon	10-20+	40-80+	Bite: d20, Claws: d12, Breath (d6 per level)
Darkling	1-5	6-24	As per weapon employed
Death's Head Viper	1-4	1-4	Bite: 1 pt. (+ d10 poison per rd., d10 rds.)
Draconid	1-2	2-8	Bite: 1-2 (+ searing pain)
Dractyl	3-6	20-24	Bite: d8, Claws: d6
Duadir	2-8+	16-36	Bite: d8 each, Claws: d8, or Tail: d6
Earth Demon	2-16+	40-80	Fist: d12 + 8 (up to three attacks)
Enim	6-10+	36+	Fist: d8 + 8 each, or as per weapon
Equs	1-4	10-26	Kick: d12, Bite: d4 (Darkmane only)
Exomorph	2-8+	10-40	Bite: d8, Claws: d12
Fantasm	1-10	2-20	Claws: d8 (psychic damage)
Ferran	1-4	4-16	Bite: 1 pt., or as per weapon
Flit	1	1	Bite: 1 pt. (blood drain per hr.)
Frost Demon	2-16+	30-80	Bite: d8, Claws: d8 + STR, or Breath: d20
Gnomekin	1+	16+	As per weapon
Green Man	1+	4+	None
Gryph	1+	16+	Talons: d4, or as per weapon
Ice Giant	1-20	20-50+	Fist: d10 + 10 or as per weapon
Ikshada	1	1-4	Bite: d4, Sting: 1 pt. (+ parasites)
Imrian	1-16+	16-46+	Claws: 1-4, or as per weapon
Jaka	1+	12+	Claws/Bite: 1-4 or as per weapon
Kaliya	6-16+	30-50	Bite: d10 each, or Breath: d12 each
Kra	2-12	14-34+	Bite: d8 (+1 per level), Tail: d8
Land Dragon	6-12	40-50	Bite: d12, Trample: d20, Tail: 2d12
Land Lizard	2-5	20-32	Bite: d6, Kick: d8 or Tail: d8
Mandragore	1-2	2-4	As per special abilities or weapon
Mangonel Lizard	1-4	25-30	Tail: 2d8, Bite: d6
Megalodont	2-5	40-50	Tail/Kick: d20, Trample: 2d20
Mirin	1+	12+	As per weapon
Mogroth	1-12+	20-40+	Fist: d6 + STR, or as per weapon
Monolith	20+	200-800+	Seismic/volcanic disturbances
Mud People	1-8	18+	Claws/Tail: d8, or as per weapon
Muse	1+	10+	As per spell
Nag-Bird	1	1-3	None
Na-Ku	1-8+	10-20+	Bite: 1-3, or as per weapon
Necrophage	1-6	10-20	Bite: d6, Claws: d8
Needleleaf	1	1-2	1-2 (+ painful itch, 1-10 rds.)
Neurovore	1-2	1-2	Feelers: drain 1 pt. INT per hour
Night Demon	2-16+	20-80	Claws: d4 + STR, or as per weapon/spell
Nighthawk	1-3	4-12	Beak/Claws: 1-3

TYPE	LEVEL	H.P.	ATTACKS/DAMAGE
Nightstalker	2-12	20-30	Claws: d8 + 2, Bite: d8
Nocturnal Strangler	6+	30-40	Strangle: d12 per rd.
Ogriphant	3-6	30-40	Tusks: d12, Trample: 2d12
Ogront	1	200+	Tusks: d20, Trample: 2d20
Pyro-Demon	2-16+	30-80	Claws: d8 + 6, Tail: d6, Breath: d12
Raknid Drone	2-10	10-20	Claws: d6
Raknid Queen	20+	20-30	Psychic Assault: d20 (+1 per level)
Raknid Warrior	1-12	14+	Claws: d6, Tail: d8 (+ paralysis, d10 rds.)
Raknid Worker	1-3	20-40	Bite: d12
Sand Demon	2-16+	30-80	Claws: d8 + 6, Bite: d6 (+ d4 blood drain)
Sardonicus	2-20+	4-12	Sting: 1 pt. (+ d8 venom)
Sauran	1+	16+	Claws: d6 + STR, Tail: d8 or as per weapon
Saurud	1-20	20+	Claws: d8, Tail: d12 or as per weapon
Scarlet Sporozoid	1	1-2	Spores: d6 per rd.
Sea Demon	2-16+	30-80	Claws: d8 + 7, or as per weapon/spell
Sea Dragon	8-16+	30-50	Bite: d20, Constrict: d12 + 9 per rd.
Serpentvine	1	1-2	Bite: 1 pt. per tendril
Shadow Wight	1+	10+	Touch: d8 (drains substance)
Shaitan	12+	50+	Fist: d10 + 10, or as per weapon/spell
Shape Changer	1+	12+	As per weapon or bodily form
Shrieker	1-3	6-12	Beak: d12 (diving, d6 otherwise)
Sindaran	1+	12+	As per weapon
Smokk	1	2-6	None
Snipe	2-8	10-20	None
Stranglevine	1-3	2+	Constriction: d6 per rd. (per tendril)
Strider	1-4	10-25	Bite: d4, Talons: d8, Tail: d4
Stryx	1-10	10-40	Claws: d4, Bite: d4 or as per weapon
Swamp Demon	2-16+	30-80	Tentacles: d6 + 6 each
Tanglewood	3-4	30-40	Entangle only
Tarkus	1-5	15-25	Bite: d8, Claws: d8
Thrall	1+	16+	As per weapon
Tundra Beast	2-4	6-18	Bite: d8 each
Ur	1-12+	20-50+	Fist: 1-6 + 6, or as per weapon
Violet Creeper	1-3	2-8	Blood drain: d4 per rd.
Void Monster	4-16+	20-40	Touch: d8 negative energy (per tentacle)
Vorl	1-8	10-20	Touch: d8 (+1 per level; moisture drain)
Wanderer of Ashann	10+	40+	As per spell or staff
Weirdling	1-6	10-20	Bite: 1 pt., or as per weapon
Werebeast	2-12	20-40	Bite: d8, Claws: d12 + 6
Whisp	1	1-4	1-2 with diminutive weapon, or as per spell
Wildman	1+	12+	As per weapon employed
Wind Demon	2-16+	30-80	Bite: d8, Claws: d12 + 8, Tail: 2d8
Winged Ape	1-6+	20-30+	Claws: d10 + 6
Yaksha	6-16	25-55	Claws: d10 + 7, Bite: d6
Zaratan	2-12	30-70	Bite: d10, Claws: d12, or Ram: 2d12

CHARACTER BACKGROUND

It is assumed that, prior to the start of their game careers, all characters have had some prior training and experience in their chosen profession or field of study. During this "pre-game" period, the character will have had the opportunity to make the acquaintance of many other individuals: relatives, friends, associates, former superiors, rivals and even enemies.

The following tables can be used to determine the nature and relationship of some of the more important individuals from the player character's past. The Gamemaster should feel free to augment and/or modify the die results as best suits the needs of each player, and in order to help create a cohesive background for each character.

TABLE I: PARENTAGE (roll % dice)

1-10% = **Parents deceased.** Cause(s) of death may or may not be known to the character

11-20% = **Parents' identities/location unknown**

21-40% = **One parent deceased; one living** (Gamemaster's choice or random roll)

41-59% = **One or both parents missing** (imprisoned, separated, abandoned spouse, etc.)

60-100% = **Both parents still living**

Note: Roll on the appropriate **CHARACTER TYPES** table (or choose appropriate types) to determine professions for parents.

TABLE II: SIBLINGS (roll % dice)

1-10% = None known

11-20% = Identical twin (brother or sister)

21-40% = 1-6 half-brothers/half-sisters

41-69% = 1-6 siblings plus above

70-89% = 2-8 siblings

90-100% = 3-12 siblings

Note: Roll d6 to determine sex (1-3 = female, 4-6 = male) for siblings and half-brothers/half-sisters, and to determine age difference (1-3 = younger than character, 4-6 = older than character). Roll on the appropriate **CHARACTER TYPES** table (or choose appropriate types) to determine professions for siblings.

TABLE III: THE CHARACTER'S FORMER MENTOR

All characters, regardless of type, learned the basic skills of their chosen profession or trade from a mentor, master, or elder of some sort. The age, sex, race and attributes of such a persona can be determined by the Gamemaster as he or she sees fit. To determine the nature of the former mentor, roll % dice on the following table:

01-20% = **Benevolent:** The former mentor is quite proud of his or her pupil, and will always make time for a consultation. There is a 60% chance that the mentor will be able to spend time teaching the former pupil a new spell, skill, etc. If currently unavailable to teach, the former mentor will arrange to make time for the pupil within 1-8 days.

21-40% = **Fairly Helpful:** The former mentor is available for consultation 85% of the time, and is available to teach the pupil a new skill or spell 40% of the time. If unavailable, the mentor will make time for the pupil within 2-12 days.

41-55% = **Preoccupied:** The mentor is always extremely busy. There is a 50% chance that he or she will have time for a *brief* consultation, but will be available to teach a new skill or spell only 20% of the time. If unavailable, the former pupil may try again in 1-4 weeks.

56-65% = **Irritable:** The mentor is almost always in a foul mood over something. There is a 25% chance that he or she will answer one or two questions, but only a 10% chance (per month) that he or she will take the time to teach a new skill, spell, etc. This chance increases to 50% if the former student agrees to do the mentor a favor of some sort in return for his or her aid.

66-75% = **Unapproachable:** The mentor has no time for small talk. If you want to risk it there is a 10% chance that he or she will answer a single question just to get rid of you. Don't even ask about teaching a new spell, skill, etc.

76-80% = **Unpredictable:** The mentor may react in any of the previously listed manners. Roll % dice anytime he or she is to be consulted to determine the mentor's current state of mind (ignore any roll of 76%+).

81-90% = **Unfriendly:** Mentor and student have not parted on good terms. The reason (jealousy over the student's abilities, difference in alignment, personal disagreement, etc.) for this animosity may or may not be clear to the former pupil (Gamemaster's decision as to details).

91-100% = **Deceased:** Gamemaster's decision as to cause of death. If desired, the death of the former mentor may have had a profound effect on the player/character pupil. He or she may wish to avenge the mentor's death, discover who the killer was, etc.

TABLES IV–VIII: CHARACTER TYPES

The following are listings of basic character types likely to be encountered by characters during their "pre-game" careers. Roll on the table corresponding to the player character's background (city, village, etc.) to determine the type of individual encountered; to determine the relationship of these individuals to the player character, roll for each on **TABLE IX**. The Gamemaster can use the die results as a basis from which to create a cast of supporting characters for the player character to interact with, augmenting the basic results with specific information on each individual's race, nationality, attributes, and so on.

The number of past associates which a player character may have is up to the Gamemaster to decide, based upon each player's conception of his or her character. If the character is a loner by choice (or by the nature of his or her profession, race, etc.), only two or three associates may be known. Characters inclined towards more sociable behavior may have a dozen or more associates.

Note: Where more than one character type is listed, the Gamemaster may choose the most appropriate or interesting type. Ignore rolls which, for any reason, do not seem appropriate to the player character.

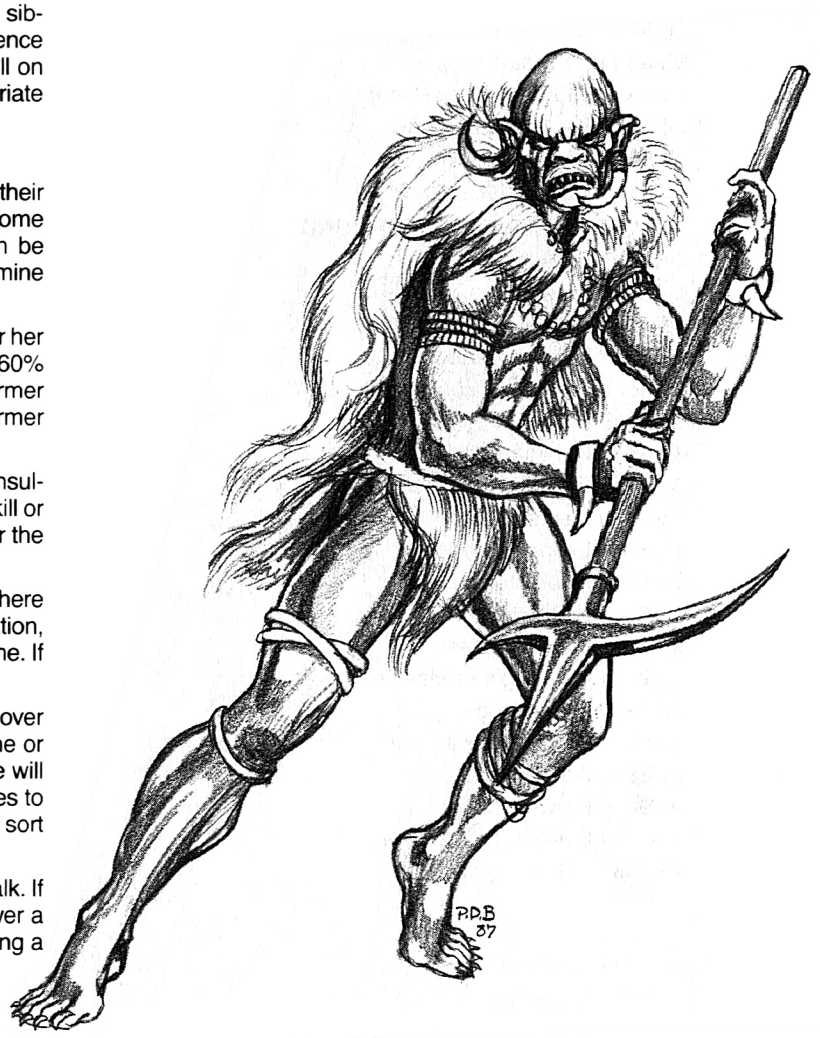


TABLE IV: CITY BACKGROUND

1-3 = Alchemist/thaumaturge
4-6 = Priest/acolyte
7-9 = Magician/wizard
10-12 = City sentinel/soldier
13-15 = Merchant/trader
16-18 = Slaver/contraband dealer
19-21 = Caravan master/sea captain
22-24 = Gaoler/torturer/executioner
25-27 = Magistrate/official
28-30 = Litigator
31-33 = Caravan driver/seaman
34-36 = Mercenary warrior
37-39 = Diabolist/demonologist
40-42 = Artisan/artificer
43-45 = Musician/performer
46-48 = Thief/smuggler
49-51 = Beggar/street urchin
52-54 = Courtesan/concubine
55-57 = Noble/aristocrat
58-60 = Scholar/savant
61-63 = Cartographer/explorer
64-66 = Diplomat/ambassador
67-69 = Engineer/trapsmith
70-72 = Mystic/fortune teller
73-75 = Charlatan/mountebank
76-78 = Antiquarian/collector
79-81 = Moneylender
82-84 = Trapsmith/engineer
85-87 = Cryptographer/linguist
88-90 = Navigator/pilot
91-93 = Laborer (choose type)
94-96 = Slave/escaped slave
97-99 = Assassin/cultist
100 = Gamemaster's choice

TABLE V: VILLAGE BACKGROUND

1-5 = Priest/shaman
6-10 = Herbalist/healer
11-15 = Wandering seer/wizard
16-20 = Merchant/trader
21-25 = Herder/agriculturist
26-30 = Magistrate/official
31-35 = Hunter/trapper
36-40 = Caravan driver/seaman
41-45 = Mercenary warrior
46-50 = Laborer (choose type)
51-55 = Guard/sentinel
56-60 = Witch/warlock
61-65 = Artisan/artificer
66-70 = Traveling musician/performer
71-75 = Savant/sage
76-80 = Bandit/highwayman
81-85 = Animal handler
86-90 = Brewer/vintner
91-95 = Slave/escaped slave
96-100 = Thief/mountebank

TABLE VI: NOMAD BACKGROUND

1-5 = Herder/animal handler
6-10 = Wandering seer/wizard
11-15 = Shaman/healer
16-20 = Artificer
21-25 = Bandit/highwayman
26-30 = Hermit/outcast
31-35 = Caravan master/driver
36-40 = Adventurer/explorer
41-45 = Traveling musician/performer
46-50 = Bounty hunter/manhunter
51-55 = Scout/tracker
56-60 = Tribesman
61-65 = Member of another tribe
66-70 = Warrior chieftain
71-75 = Clan elder
76-80 = Witch/warlock
81-85 = Slave/escaped slave
86-90 = Fugitive/pilgrim
91-95 = Tomb robber
96-100 = Merchant/trader

TABLE VII: OUTCAST BACKGROUND

1-5 = Thief/cutpurse
6-10 = Smuggler/slaver
11-15 = Forger/counterfeitor
16-20 = Fugitive/refugee
21-25 = Courtesan/philanderer
26-30 = Mountebank/charlatan
31-35 = Gambler/duelist
36-40–Procurer/contraband dealer
41-45 = Tomb robber/adventurer
46-50 = Merchant/trader
51-55 = Bounty hunter/manhunter
56-60 = Traveling musician/performer
61-65 = Miscreant wizard/hermit
66-70 = Vagabond/beggar
71-75 = Political activist/anarchist
76-80 = Arsonist/kidnapper
81-85 = Murderer/assassin
86-90 = Slaver/escaped slave
91-95 = Witch/warlock
96-100 = Diabolist/demonologist

TABLE VIII: WILDERNESS BACKGROUND

1-6 = Shaman/healer
7-12 = Outcast/fugitive
13-18 = Trader
19-24 = Hunter/trapper
25-30 = Warrior
31-36 = Animal handler
37-42 = Scout/tracker
43-48 = Artificer
49-54 = Witch/warlock
55-60 = Hermit
61-66 = Wandering seer/mystic
67-72 = Slaver/escaped slave
73-78 = Member, rival tribe
79-84 = Warrior chieftain
85-90 = Clan elder
91-95 = Adventurer/explorer
96-100 = Miscreant wizard

TABLE IX: RELATIONSHIP TO CHARACTER

1-5 = Distant relative (or missing/unknown relative)
6-10 = Old friend of family/parent/sibling
11-15 = Friend from early childhood (may have changed since)
16-20 = Personal friend (possibly despite outward differences)
21-25 = Confidant or advisor
26-30 = Love interest; feeling may or may not be mutual
31-35 = Former lover; now a friend
36-40 = Jealous/spurned former lover (possibly dangerous)
41-45 = Casual acquaintance; know well enough to speak with
46-50 = Admirer; feeling may or may not be mutual
51-55 = Former hireling
56-60 = Former rival; now a friend
61-65 = Former acquaintance; out of touch for many years
66-70 = Rival/adversary (mutual respect exists between the two)
71-75 = Former employer
76-80 = Enemy of character's family/parent/sibling/former mentor
81-90 = Enemy/unscrupulous rival
91-100 = Prospective follower/underling (*see Followers, Underlings and Hirelings*)

FOLLOWERS, UNDERLINGS AND HIRELINGS

Almost any type of player character may attract *followers*, whether he or she wants them or not. Most individuals of this sort gravitate towards characters with high **CHARISMA RATINGS**; Gamemasters may allow player characters to have one follower per each +1 **CHARISMA RATING** which the player character possesses. Followers of this sort are always loyal, as long as they are treated with a reasonable degree of courtesy and consideration (roll vs the player character's **CHARISMA RATING** if the character treats a follower poorly; failure indicates that the follower abandons the player character in disgust).

Player characters with low **CHARISMA RATINGS** will have to settle for *underlings*; individuals who join forces with a player character in the hope of gaining some sort of advantage or benefit. The loyalty of such individuals will always be questionable (roll vs the player character's **CHARISMA RATING** to determine if an underling deserts or betrays a character under difficult or dangerous circumstances).

Hirelings are similar in most respects to underlings, only they must be paid to accompany or assist the player character. A minimum of one hundred gold lumens (per level of the hireling) per month is required to retain the services of these mercenary individuals.

Note: All followers, underlings and hirelings are non-player characters run by the Gamemaster.

LIFESPAN CHART: TALISLANTAN RACES

The following chart shows the average lifespan (in Talislantan years) of the various humanoid races of Talislanta. The four basic stages of humanoid development, and the corresponding effect on attributes of each stage, are as follows:

1) Adolescent: Half listed Hit Point and Attribute totals until Adult phase. If playing an adolescent character, divide the period of adolescence by four; increases in Hit Points and Attributes can be tallied each quarter. Note that Adolescent characters may not yet have acquired any skills; alternatively, the Gamemaster may allow Adolescents to have "zero-rated" (or even "negative-rated") skills, talents learned through observation and imitation but as yet not fully developed.

2) Adult: Hit Points and Attributes are as listed. The term, "Adult," is used here to denote physical maturation; not social status, which is subject to cultural mores and traditions.

3) Middle-Aged: A period of gradual physical decline which may be tempered somewhat by the acquisition of wisdom and experience. In game terms, the Gamemaster rolls on the SKILL/ATTRIBUTE column of the ACTION TABLE once at the onset of this period, then once again at the mid-point, for the following Attributes: Strength, Dexterity, Constitution and Speed. Failure indicates a -1 reduction for the attribute being checked. Conversely, the Gamemaster rolls for Intelligence, Will, Perception and Charisma; success indicates an increase of +1 for the attribute being checked.

4) Venerable: As per the latter category, only some physical decline is unavoidable: subtract one point from Strength, Dexterity, Constitution and Speed at the onset of this period. Roll again at the mid-point and in the last year indicated (before the figures listed in parentheses; see chart) to determine if further physical decline occurs. At both junctures, the Gamemaster rolls to see if the character's Intelligence, Will, Perception and Charisma increase by +1. Note that in this instance, **failure** indicates a -1 reduction in these attributes (due to advanced age, possible senility, gradual decrease in sensory abilities, etc.).

NOTE: Players may determine the age at which their characters will begin play in the campaign. If the Gamemaster and players are experienced fantasy gamers, characters do not necessarily have to begin play at the first level of ability. Should the group desire to do so, the Gamemaster may elect to run a campaign with intermediate or higher-level characters.

RACE	ADOLESCENT	ADULT	MIDDLE-AGED	VENERABLE
Ariane	1-13	14-49	50-79	80-100 (+4d10)
Ahazu	1-9	10-30	31-40	41-55 (+2d6)
Araq	1-3	4-19	20-24	25-30 (+d6)
Ardua	1-11	12-33	34-60	61-85 (+3d20)
Beastmen	1-11	12-25	26-39	40-50 (+d6)
Bodor	1-19	20-50	51-75	76-100 (+4d6)
Chana	1-12	13-35	36-45	46-60 (+3d6)
Darkling	1-6	7-22	23-30	30-37 (+d10)
Gnomekin	1-4	5-50	55-100	100-150 (+5d10)
Gryph	1-10	11-35	36-45	46-55 (+d20)
Imrian	1-8	9-24	25-40	41-65 (+d10)
Jaka	1-11	12-35	36-60	61-80 (+d20)
Jhangaran	1-19	20-30	31-50	51-75 (+d10)
Kang	1-13	14-45	46-54	55-60 (+d10)
Men	1-17	18-40	41-65	66-80 (+2d20)
Manra	1-12	13-30	31-40	41-50 (+d20)
Mirin	1-13	14-40	41-75	76-95 (+3d20)
Mogroth	1-29	30-79	80-119	120-160 (+3d10)
Mud People	1-17	18-28	29-39	40-50 (+2d10)
Muse	1-49	50-75	76-95	96-125 (+2d10)
Na-Ku	1-10	11-25	26-35	36-45 (+d10)
Nagra	1-15	16-49	50-69	70-90 (+d20)
Phantasian	1-17	18-40	41-75	76-120 (+d20)
Rajan	1-12	13-35	36-55	56-75 (+2d20)
Raknid	1-4	5-12	13-20	21-25 (+d10)
Sauran	1-5	6-24	25-39	40-60 (+d20)
Saurud	1-6	7-24	25-39	40-55 (+d20)
Sawilu	1-20	21-45	46-75	76-100 (+2d20)
Sindaran	1-19	20-39	40-59	60-80 (+d20)
Sunra	1-24	25-35	36-49	50-70 (+2d20)
Stryx	1-9	10-19	20-39	40-65 (+d20)
Thrall	1-7	8-28	29-49	50-60 (+d20)
Vajra	1-39	40-70	71-99	100-180 (+2d20)
Wildmen	1-15	16-25	26-35	36-50 (+d10)
Xambrian	1-14	15-49	50-89	90-130 (+d20)

COMMENTS

• Ariane make a distinction between physical age and "spiritual age"; i.e., the number of incarnations which a given spirit has gone through. Spirits who have experienced seven or more incarnations are deemed "wise" or "venerable" by the Ariane; all others are still considered "young."

• Araq are sorcerous hybrids genetically "programmed" to mature quickly. Once beyond the Adult stage, Araq degenerate rapidly.

• Beastmen are a mongrel race, fairly short-lived and susceptible to disease once past the Adult stage. The female of the species commonly gives birth to two litters of 2-8 "pups"; as many as half of these may be deformed or still-born.

• Chana are short-lived, primarily as a result of the ritual abuse of Kesh, a potent narcotic.

• Darkling young are born without eyes, the latent optical nerves typically developing by the end of their sixth year.

• Gnomekin mature early, enjoy a long period of adulthood, and are among the most long-lived of the Talislantan races.

• The Gryph's high metabolism is believed to contribute to the relatively short lifespan of these avian beings.

• Imrians hatch from eggs, and spend their adolescence as water-breathing "newts." Lungs capable of breathing out of water develop by the end of the eighth year.

• Jaka females rarely give birth to more than one litter in their lifetime, and almost always give birth to twins.

• The warlike Kang are most productive during the fairly long period of adulthood which is typical for members of this race. Once past their physical prime, however, most become depressed, often taking ill and dying within just a few years' time.

• The races of Men include the Aamanians, Arimites, Batreans, Cymrilians, Danuvians, Dhuna, Djaffir, Dracartans, Drukh, Farad, Gao, Hadjin, Harakin, Kasmir, Mandalans, Mangars, Maruk, Sarista, Thaecians, Xanadasians, Za, and Zandir. Of these, the longest-lived are the Harakin (+5 years), Kasmir (+10 years), Mandalans and Xanadasians (both +20 years). The shortest-lived are the unhealthy Quan (-20 years), the drug-ridden Farad (-10 years) and the Hadjin (-5 years).

• The Manra's short lifespan is directly attributable to the physical stress inherent in the practice of shape-changing.

• Mogroth are especially long-lived, a condition attributed to the slow metabolism of these great, sloth-like creatures.

• The Mud People hatch from eggs, then spend the first seventeen years of life as leg-less, mud-dwelling newts. The customary six appendages develop soon thereafter, along with rudimentary lungs.

• Muses remain in the adolescent stage for almost fifty years before attaining physical maturity; mental maturity may never develop.

• Despite appearances, the Nagra are a robust and hearty folk who generally lead a long and productive adult life.

• Raknids spend their entire adolescence encased in fibrous cocoons, emerging as fully-matured adults. They are notoriously short-lived creatures.

• Both Saurans and Sauruds hatch from eggs, developing from quadrupedal "hatchlings" to bi-pedal adults within five years.

• Sindarans are nearly four feet tall at birth, though so thin as to nearly be translucent. With the exception of newborn Kasmir (who are as shriveled and wrinkled as adult Kasmir), Sindaran infants are arguably among the least attractive adolescents of any humanoid species.

• The Thralls are a race bred for battle, maturing quickly and having a productive adulthood, but aging soon afterwards.

• Vajra spend their adolescence hibernating in subterranean burrows, awakening as mature adults.

• The short life expectancy of Wildmen is attributed to their ritual ingestion of skull cap, a virulently toxic variety of mushroom native to Yrmania.

• Despite outward similarities, Xambrians are not men, a fact attested to by their uncommonly long lifespan.

LIFE AND DEATH: A GAMEMASTER'S PERSPECTIVE

In the TALISLANTAN HANDBOOK game system, a character who is reduced to zero or less hit points is allowed a chance to roll vs his or her CONSTITUTION RATING to avoid death; a state of affairs which, barring a miraculous event of some sort, is quite permanent. Even given the nature of this rule, the death of a player's character should generally be a rare occurrence. This is not to say that characters should be made to feel invulnerable, or be allowed to attempt any reckless stunt without having to face the consequences of their actions. Neither should the campaign have such a high mortality rate that no one wants to play for fear of losing their favorite characters.

A solution to this seeming dilemma is the liberal use of the "recovery rule." In this instance, a character who is reduced to zero or less hit points may, whenever applicable, be given an additional chance to survive: a bonus of +1-4 on the CONSTITUTION RATING roll can be awarded if the victim is administered swift aid, an additional roll vs WILL RATING can be employed (if successful, the victim's will to live is strong enough to avert death), or a plus modifier applied due to the circumstances under which death occurred.

This interpretation of the recovery rule is recommended to Gamemasters, but if applied only in conjunction with certain additional considerations. First, recovery from near death, even with magical assistance, should never be instantaneous; a period of convalescence–ranging from a few hours of sleep to several weeks (or months, in extreme cases)–should be required before the victim fully recuperates from the traumatic experience. Most importantly, recovery from near death should always result in some sort of unfavorable consequences, the type and duration of which are determined by the Gamemaster according to the circumstances of the character's near death. Possibilities include: disfiguring scars, a permanent limp or other defect, loss of 1-3 attribute points, recurring seizures or fainting spells, loss of an eye or limb, amnesia, etc. Experienced adventurers may, over the course of time, accumulate many such "battle scars," and may eventually have to retire due to disability (a practically unheard of occurrence in FRP games, though one which would hardly seem far-fetched, given the incredible abuse which most characters endure in their careers).

This perspective, applied to both player and non-player characters, can be a useful addition to the campaign. Employed with fairness and common sense, these rules offer an equitable solution to the problems which players and Gamemasters must face regarding the more morbid aspects of FRP games.

TALISLANTAN CHRONOLOGY

The Talislantans employ a lunar calendar based on the cycles of the seven Talislantan moons. The calendar is divided as follows:

Seven days = one week Seven weeks = one month Seven months = one year Forty-nine weeks (343 days) in a year.

The months are named after the seven moons, each month corresponding to the time when its namesake is in the full phase. The seven months (and moons) are:

Ardan (The Purple Moon) Drome (The Amber Moon) Jhang (The Crimson Moon) Laeolis (The Blue Moon) Phandir (The Green Moon) Talisandre (The Silver Moon) Zar (The Dark Moon).

Days have no names, but are always referred to by number (the *twelfth* of Ardan, the *thirty-seventh* of Drome, etc.). Days with numbers divisible by seven (7, 14, 21, 28, 35, 42, 49) are called "high days." In many Talislantan religions, high days are considered sacred; a time of fasting, penance, sacrifice, etc.

CALENDAR OF NOTABLE DATES

Date	Event
1st of Ardan	Annual Clash of Champions: Chosen representatives of Aaman and Zandu meet in combat atop the Great Barrier Wall. The victorious nation is awarded proprietorship of the wall for the year, reaping a vast profit in toll revenues.
3rd of Ardan	Jha: A Jhangaran holiday, viewed by the populace mainly as a good excuse to get as intoxicated as possible. Customarily, a rather gloomy occasion.
7th of Ardan	Night of Fools: Zandu's laws are temporarily rescinded for one evening, and the capitol city of Zanth is transformed into a veritable madhouse, with costumed revelers dancing drunkenly in the streets.
14th of Ardan	Day of Reckoning: On this day, the Za bandit tribes believe that their legendary ruler, the Tirshata, will make known his identity and unite the various Za clans. It is customary for the clans to gather, sit in a large circle, and await an omen or sign of some sort. After a few hours of this the Za become restless, and the conclave is dissolved, usually amidst much inter-clan bickering and fighting.
21st of Ardan	Sindaran Trivarian Competition: A tournament pitting the most accomplished Nadirs competing against each other for the Honorarium; a garish trophy awarded to the winner of the competition. The event attracts much interest in Sindar, the winner being accorded great honor and prestige.
1st of Drome	Kasmir Trapsmith Convention: A gathering of the most skilled Kasmir artificers. New products are displayed, and seminars held on all facets of the business.
2nd of Drome	Anniversary of the opening of the Great Barrier Wall. The Aamanians who won the first Clash of Champions (held on this date), still contend that they were shorted a month and a day's toll revenues when the tournament was moved to the first of Ardan on the following year.
7th of Drome	The Caliph's Feast: Annual gathering of all the Djaffir tribes, held either at El Aran or Al Ashad. The Caliph of Djaffa hears complaints, arbitrates disputes, and accepts offerings from the various tribes. A great feast is held thereafter, lasting three days and nights.
30th of Drome	Anniversary of the One-Day War. An occasion for unrestrained laughter and feasting in Durne, celebrating the Gnomekin's swift victory over an invading army of Darklings in the year 67.
42nd of Drome	The Conjugal Feast: This colorful pageant, held in Danuvia, features a procession of males, each competing for the affection of the Danuvian queen. The top three contestants are rewarded by being appointed to the queen's "harem" of male consorts. The female populace of Danuvian bids on the remaining eligible males.
49th of Drome	Equinox: Traditional celebration of the end of spring and the beginning of the median season. A national holiday in Astar, providing the Muses with yet another excuse to avoid work.
1st of Jhang	Feast of the Red God: A feast in honor of the Kang God of War, Zoriah. The date is marked by large-scale bouts of ritual combat, followed by drunken revelry.
7th of Jhang	Day of Rage: Anniversary of the Massacre at Dracarta, a black day in the memory of the Rajans. Conversely, the day is observed by feasting in Carantheum.
30th of Jhang	Gao Liberation Day: Anniversary of the Sea Rogues' liberation from the Phaedrans. The Sea Rogues are known to be uncommonly charitable on this day: sometimes reducing the ransom of hostages, sparing condemned felons, and so forth.
49th of Jhang	Tournament of Challenges: A Tazian festival featuring exhibitions of martial prowess, with Thralls competing in various categories for awards of up to 10,000 gold lumens.
1st of Laeolis	Anniversary of the Battle of the Sea of Sorrow. A national day of mourning in both Aaman and Zandu, with solemn gatherings of hooded mourners laying wreaths of flowers upon the waters of the Sea of Sorrow.
25th of Laeolis	Ritual of the Midnight Suns: An occasion marking the longest day of the year in L'Haan, where the twin suns shine until the stroke of midnight.
27th of Laeolis	Vigil of Xanadas: Observance of the "Long Wait," marking the anniversary of the mystic Xanadas' passing into the next world. The descendants of his original followers spend the day and night scanning the horizons, searching for some sign of Xanadas.
49th of Laeolis	The Ghost Moon: On this evening, the moon Laeolis passes Phandir in the night sky, producing an eerily luminescent "ghost" moon. Considered an ill-aspected evening by most Talislantan peoples.
1st of Phandir	The Magical Fair: A two-week long spectacle with numerous attractions, all commemorating the anniversary of the founding of the free

kingdom of Cymril. Exhibitions of magical wares and adjuncts are held throughout the duration of the fair.

7th of Phandir — Windship Regatta: A windship race marking the mid-point of Cymril's Magical Fair. Crews from the isle of Phantas and other distant locales compete against Cymrilian astrogationists for a crystal trophy and prize of 20,000 gold lumens.

14th of Phandir — Closing ceremonies for Cymril's Magical Fair. Numerous events are featured, including the Lyceum Arcanum's Annual Awards Dinner, magical "duels" for wagers and prizes, and (every second or third year, as warranted) the coronation of Cymril's Wizard King.

35th of Phandir — Charade (pronounced shar-AHD): A festive celebration held by the Hadjin nobility, restricted only to the wealthiest members of Hadjin society. The highlight is a grand masquerade ball held in the Royal Palace of the Hadjin Grandeloquence (ruler of Hadj).

49th of Phandir — Conjunction of the Twin Suns: Celebration marking the meeting of the twin suns in the noonday sky. Feasts and dancing are held throughout much of the continent (excluding Aaman, Rajanistan, and the uncivilized lands; in Chana, the Conjunction is viewed as an evil omen).

1st of Talisandre — Harvest of the Silver Moon: Beginning of the week-long harvest season in Vardune. While the viridia crop is being harvested, little else occurs in the region.

7th of Talisandre — Anniversary of the founding of the Seven Kingdoms. A national holiday throughout the seven member kingdoms. A great festival is held in the bazaar at Cymril in commemoration of this day.

14th of Talisandre — Festival of the Bizarre: An annual exhibition of oddities and diversions, held on the isle of Thaecia. Participants wear costumes or make-up, with prizes awarded for the most outlandish apparel. The climax of the festival is the awards ceremony; a committee of Thaecian enchanters and enchantresses reviews the exhibits and awards prizes of 10,000 gold lumens in the categories, "Most Unique," "Most Provocative" and "Most Absurd." A grand prize of 100,000 gold lumens is bestowed in the foremost category, "Most Bizarre."

21st of Talisandre — Carnivale: Convention of Farad Mongers, Procurers, Usurers and Monopolists. Rare and costly goods (including stolen and contraband merchandise) are offered up for sale at auction. Held in the marketplace of Tarun, the event is open to the general public, an admittance fee of ten gold lumens being charged at the city gates. Carnivale lasts from midnight to midnight of the following day.

22nd of Talisandre — Anniversary of Kabros' departure from Phaedra. A minor holiday observed mainly by magicians, wizards and the like.

28th of Talisandre — Festival of Jamba: Celebration commemorating the revival of the Lost Art of Thaumaturgy, an event credited to Carantheum's patron deity, the mysterious Jamba. A great feast is held in the capitol of Dracarta, paid for by the King of Carantheum. Duneship races are held outside the city walls, with exhibitions of thaumaturgic skill and various sporting events held throughout the capitol.

49th of Talisandre — The Emperor's Feast: Official holiday of the Quan Empire. Citizens are required to pay homage to the Emperor with gifts. The procession of gift-givers often stretches for miles around the Royal Palace and the capitol city of Tian.

1st of Zar — Eve of Prophecy: Customary observance of the Ur clans, who gather around the monstrous stone idols which litter their land, awaiting prophecies and portents. To appease the populace, the Ur shamans are said to stage various mock omens, "signs from the gods," and so forth.

6th of Zar — Pandaemonium: Traditionally, an evil night when demons and malign spiritforms are believed to come forth in search of mortal victims. Few enlightened Talislantans give much credence to this old custom. In Chana, the date has great significance, and is considered an optimal time to perform certain Black Magical rites and rituals; in Rajanistan, Pandaemonium marks the beginning of a week-long celebration in honor of the dread entity, Death.

7th of Zar — The Septenarial Concordance: Beginning of a fourteen-day period during which the seven Talislantan moons remain in alignment. Regarded as an ill-aspected time, particularly in Jhangara, where the populace lives in fear of the Horag; a monster rumored to stalk the swamps during the Septenarial Concordance.

13th of Zar — The Dance of Death: Morbid festivities marking the culmination of a week-long celebration of Death, patron deific entity of the Rajans. Sacrificial rituals of varying sorts are featured, leading up to the climax of the feast: the Dance of Death, when dancers in iron death-masks plunge blindly into the throngs of drug-crazed worshippers, slaying indiscriminately with ceremonial axes, swords and daggers.

49th of Zar — Judgement Day: Aamanian Holy day, when the Orthodoxist Monitors tally the yearly mana totals of the faithful. The resultant promotions or demotions in status are posted in the cult's numerous temples and halls.

MAJOR LANGUAGES OF TALISLANTA

According to Tamerlin, many obscure and archaic dialects were in use on the Talislantan continent during the time of his travels. He claims the following to be the most widely employed Talislantan languages:

Talislan: Talislan is a rude tongue spoken throughout much of Talislanta, with the exception of the eastern coastal jungles, Harak, Yrmania, and the Quan Empire. Its use marks one as a person of low to average social standing, and so is shunned by most nobles, intellectuals, and scholars.

High Talislan: Essentially a more elaborate and flowery version of common Talislan, High Talislan is also employed throughout much of Talislanta. Its use marks one as a person of high social standing, education, or extreme snobbishness.

Bodorian: Bodorian is a complex language without words or letters; musical notes and rhythms are used exclusively to convey meaning. Bodor musical troupes employ this language, which is greatly admired by the Muses and Thaecians.

Chanan: Language of the eastern coastal peoples, different dialects of Chanan are spoken by the Chana Witchmen, the Manra, Nagra, Batreans, and the Sawila. There is a Runic version of this tongue, but it is very crude.

Elder Tongue: Ancient language of the Ariane peoples, Elder Tongue is also spoken by certain witches and warlocks. Its written form is often employed as a magical script by many types of spell casters. The Mirin of L'Haan speak a dialect reminiscent in many respects of this language.

Nomadic: This simple but elegant tongue is spoken by the Djaffir tribes, most of whom speak Talislan as well. It is also employed by the Dracartans of Carantheum, the written form of Nomadic being especially concise and easy to learn.

Northron: Language of the Ur clans of Urag, Northron is thought by some to have derived from the guttural tongue of the Ice Giants of Narandu. The race of Darklings speaks a tangled dialect of Northron, as do the Stryx.

Phaedran: Technically a dead language, the complex Phaedran tongue is primarily employed only in its written form. It is still in wide use among western scholars, who value tradition above practicality.

Quan: Stolen in large part from the ancient Mazdak tongue, Quan is the official language of the Quan Empire. The Vajra, Sunra, Mandala, and Kang each have their own individual dialects, but by Quan law these tongues may not be spoken aloud in public places. Its written form is employed exclusively by eastern scholars, including the Savants of Xanadas.

Racial Tongues: The Talislantan races which are known to have their own, distinct languages include: the Green Men, Ahazu, Mud-People, whisps (sylvan), Saurans (sauran), Gryphs (avian), and Dragons (ancient).

Rajanin: A harsh tongue derived from the ancient language of the Mazdaks, Rajanin is employed primarily by the various tribes who inhabit Rajanistan. A maddeningly complex written form of Rajanin was later developed by the Rajans.

Sarisa: Colorful language of the wandering Sarista peoples, Sarisa is rich in descriptive adjectives, especially those of a disparaging nature. By means of various slight gestures and signals, it is possible to convey secret meanings, such as: "Believe nothing of what this one says," "We must speak privately," and so forth. No Sarista would ever teach the hidden meanings of this tongue to an outsider.

Sea Nomad: This tongue is employed with slight variations by the folk of Oceanus, the Sea-Rogues of Gao-Din, and the Mangar Corsair clans.

Sign: Sign is a universal "language" of hand gestures employed by most of the primitive tribes of Talislanta. The Harakin employ sign exclusively, as do the Wildmen of Yrmania, though the latter are known to punctuate their conversations with a variety of weird howls, yelps, and blood-curdling screams. The Black Savants of Nefaratus employ a complex and arcane version of sign, very different from the common version.

Thaecian: Beautiful and romantic language of Thaecia, this elegant tongue is much favored by poets, writers, and musicians. It is considered a bit too flowery for many other people's tastes.

Xambrian: An ancient tongue dating back to the Age of Mystery, Xambrian is in use only among Xambrian Wizard Hunters, a chaotic folk native to the Wilderlands of Zaran. Both the written and verbal forms of Xambrian are considered to be dead languages.

CULTS, SECRET SOCIETIES, AND MAGICAL ORDERS

The following is a list of cults and organizations known to operate in Talislanta, including certain of the stated (or reputed) principles and practices of these groups. Other, lesser-known orders undoubtedly exist, and remain to be discovered by individuals with an interest in such subjects.

The Arcanum Society: A magical fraternity of wizards, savants and arch-mages, the Arcanum Society is based in the city of Cymril. The group has no stated goal other than the pursuit of arcane knowledge and lore. Members often engage in lively debate concerning their respective fields of magical expertise, occasionally with unexpected consequences. The society holds an annual awards dinner that is the talk of the Seven Kingdoms. Applications for membership are available by appointment, though only individuals with exceptional qualifications are granted entrance into this elite order.

The Black Mystic Cult: The official state "religion" of Rajanistan, the Black Mystic Cult has few adherents in other lands. The cult's leader is the Khadun, the ruler of the country, whom the Rajans revere as the earthly manifestation of the dread entity called Death. Necromancer-priests serve as functionaries, and are responsible for training the cult's elite corps of assassins, known as the Torquar.

Black Mystic ceremonies typically feature ritual executions, symbolizing the "conversion" of non-believers to Black Mystic doctrine. Giant Shadinn are employed as executioners in these grim oberservances, which draw great crowds of "worshippers" to the temple. The objectives of the Black Mystic Cult include the destruction of neighboring Carantheum and the "conversion by the sword" of all enemies of Rajanistan. The most powerful of the necromancer-priests gain the ability to detect spirit presences (by manifesting a third eye in the center of the forehead) and claim to be able to raise individuals from the dead.

The Cult of the Golden God: Members of this cult revere Avar, the god of wealth and material gain. The merchant-priests of Avar preach the attainment of wealth by any means; to illustrate the point, they sell holy items in the god's gilded temples. The cult is very popular in Faradun, and has some few adherents in Kasmir of the Seven Kingdoms and the Quan Empire.

Demonic Cults: Several demonic cults are extant in Talislanta, the Witchmen of Chana and the Cannibals of Pana-Ku being among the most well-known of these groups. Demonic cults typically look to Aberon, ruler of the Dark Dimension of Cthonia, for guidance; a perilous practice, given the chaotic nature of the demon lord. The objective of most of these groups is to bring about the destruction of order, typically within their own limited spheres of influence, though occasionally–through the intervention of demonic agencies–on a larger scale. Among civilized peoples, demon-worship is rare, and generally limited to a few scattered demonologists, anarchists and individuals of a destructive or overtly anti-social nature.

Diabolistic Cults: In Talislanta, diabolism holds a far greater appeal to civilized people than demon-worship, which is largely the province of primitive tribesmen. The reason for this is that Shaitan (Talislantan devils) are not chaotic in nature; rather than causing the destruction of order, Shaitan prefer to work within the existing order of things, attaining power by gaining influence and control over others. Diabolistic cults tend to be mysterious in their ways, keeping their motives secret from outsiders. The Black Savants of Nefaratus serve as an example

of how far some diabolists will go to maintain this veil of secrecy. To this day, their precise motives remain unknown; in living memory, no outsider has ever visited the isle of Nefaratus and returned to tell the tale.

The Dragon Cult: Dragon cultists revere Satha, the giant dragon-goddess who is supposedly the mother of all reptilian species. Satha is depicted as a Shaitan princess by some scholars, but is more likely associated with the race of Fire Elementals. The cult has numerous followers among the Saurans and Sauruds of the Volcanic Hills, but is practically unknown elsewhere. Priests and priestesses of the Dragon Cult possess no magical abilities except with regard to the fashioning of dragon icons, fetishes which confer strength to faithful followers of Satha. The cult's objective seems to be the propagation and protection of the reptilian races.

Elemental Cults: These cults revolve around reverence of one or more of the immortal entities known as the true elemental. Examples include the cults of Borean (god of the North Wind, revered by the Mirin of L'Haan), Terra (earth goddess of the Vajra and Gnomekin races), Oceanus (patron deity of the Sea-Nomads), Arial (Sawilu goddess of the South Wind), and conceivably the Sauran fire-goddess, Satha (q.v.). "Priests" and "priestesses" of such elemental cults are often white warlocks and witches. The objectives of an elemental are usually benign, with environmental issues typically being a primary concern. Animists, such as the Ariane Trans-Ascendants, can also be considered in this category.

The Heterodoxists: The Heterodoxists are a secret society comprised of the descendants of various peoples displaced during the Cult Wars of the Early New Age. They are an underground organization, highly secretive in their dealings, and possessed of a single goal: the elimination of the Orthodoxist and Paradoxist cults, the two opposing factions who instigated and prolonged the senseless Cult Wars. Though few in number, the Heterodoxists are feared by both the Ammanians and the Zandir. Their tactics include sabotage, terrorism, and political assassination. It is suspected by some that the Heterodoxists have ties with the Black Mystics of Rajanistan, who supposedly finance certain of the group's operations.

The Idolators: This cult is popular among the Ur clans of Urag, who prostrate themselves in front of massive, three-eyed stone idols. The Ur haven't a clue as to the origins of these giant statues, which predate the clans' arrival in Urag by several thousand years; nevertheless, the clans worship the idols as gods. "Priests" of the Idolators usually possess magical capabilities commensurate with charlatans, and are incapable of all but the simplest hoodoos and charms. Sacrificial rituals are common practice, captured foes usually serving as the victims. The stated goals of the Idolators are conquest of the Western Lands and expansion into more southerly territories.

The Orthodoxists: The Orthodoxists are arch-conservatives who revere Aa the Omniscient, patron deity of Amman. The cult's adherents are notably intolerant of other religious beliefs, and preach incessantly on the benefits of attaining "oneness with Aa"; i.e., the repression of individualistic thought and behavior. Amman's hierophant dispenses the cult's doctrines, which are recorded in the Omnival, a series of iron-bound volumes containing the teachings of Orthodoxy.

Important to all Orthodoxists is the accumulation of mana by the performance of worthy deeds: pilgrimages to officially sanctioned holy sites, donations to the church, service to the hierophant, and so on. By gaining sufficient mana points one may advance in status; the primary goal of all Orthodoxists. The cult's main objective is to gain influence by converting non-believers to their ranks. A secondary objective is the extermination of infidels, a task given over to the Knights of the Theocratic Order, warrior-priests who serve as witch-hunters and protectors of the faith.

The Paradoxists: The Paradoxists of Zandu are in all respects the ideological nemeses of the Orthodoxists, having a long history of conflict with their Ammanian counterparts. Adherents of Paradoxy espouse freedom of expression, and are tolerant of all religious beliefs. They have no patron deity but exhibit a casual reverence for "the Ten Thousand," a baffling array of saints, luminaries and minor deities. There are no priests or temples of Paradoxy, and the cult has no definable goals or objectives except as pertains to the Orthodoxists; the mutual hatred which exists between these two rival factions led to the infamous Cult Wars of the Early New Age, which lasted for four hundred years.

The Quaranian Diabolists: The Quaranians were, at the height of their power, one of the most malign and dangerous cults in Talislantan history. Their crimes were many: the almost-total extermination of the Xambrian race, the fomenting of a terrible war between the ancient empires of Sursia and Acimera, and numerous other plots and machinations. The Great Disaster brought to an end the Quaranians' reign of terror, as well as the first great civilizations of what is now referred to as the Forgotten Age.

Yet the cult was not crushed, but merely driven underground; the most powerful of the Diabolists, granted virtual immortality in return for their service to the Shaitan, continued to live on in successive incarnations. Over the course of time some have forgotten their true identities, though the influence of their past lives is so strong that these reincarnated Quaranians almost inevitably become slaves to their darker instincts. Those able to maintain a consistent consciousness throughout each incarnation are often able to attain great magical power. Of these, some become leaders of their own cults, while others choose to dwell in seclusion or serve as advisors to individuals of wealth and power.

The Revenants: The Revenants are a secret order of assassins operating out of Arim. The cult has no political or religious affiliation, but seems to be run strictly for profit. The Revenants specialize in "revenge-for-hire," and may be employed to perform acts of retribution ranging from simple insults to vandalism, arson, physical violence and even murder; fees vary accordingly, from as little as ten silver pieces to well over a hundred thousand gold lumens. The cult is widespread and operates in extreme secrecy; such is its prevalence that almost anyone whom one meets in Arim—regardless of age, sex or position—could conceivably be a member of the Revenants.

The Shadow Cult: Adherents of the Shadow Cult's doctrines revere Sham, the so-called "King of Lies" and patron deity of the Darklings. "Priests" of Sham are in reality thieves, charlatans, or assassins, and rarely possess any but the most limited spell casting abilities. The cult's following appears to be limited to the race of Darklings.

The Xambrian Wizard Hunters: The Xambrians are the descendants of a race of beings who were persecuted into near-extinction during the Forgotten Age. Their numbers are few; they have no organization, and in fact prefer solitude to the company of others. Yet the Xambrians are united in a single, common cause: to hunt down and bring to justice the current incarnations of the Quaranian Diabolists who nearly succeeded in exterminating their people (see **Quaranian Diabolists**). To finance this goal many Xambrians work as wizard hunters, tracking down miscreant spell casters and other individuals with a price on their heads. They are a suspicious and morose lot, impelled by prophetic visions and prone to anti-social behavior.

DISEASES AND AFFLICTIONS

The following is a listing of diseases unique to the Talislantan continent and surrounding environs. Where possible, the author has indicated folk remedies and other treatments known (or at least believed) to be of some effect in curing or abating these maladies.

Gange: Also known as "the slow death," gange is a debilitating disease which only affects certain avian species. Gryphs, Stryx, and smokk birds are particularly susceptible to this affliction, which causes a gradual weakening of the muscles of the heart and lungs. Unless treated with a mixture of two drams each of powdered amber, rare earths, and cleric's cowl (taken thrice each day for twelve days), death will result within four to six weeks. Symptoms include weakness, loss or discoloration of plumage, and fainting spells.

Swamp Fever: Swamp fever is a disease believed to be transmitted through contact with lurkers (swamp demons), or possibly flits; drinking water tainted by either of these noxious creatures may also lead to the contraction of this malady. Swamp fever causes permanent insanity, perhaps in as short a time as two days. Most humanoid creatures appear to be susceptible to the disease, which may sometimes be treated via the ingestion of seven drams of crushed cleric's cowl root mixed with vinegar. The folk of Jhangara claim that immersion for twelve hours in a trough of fresh ogront's dung is a more certain cure, though madness might be deemed preferable to such a malodorous treatment. The symptoms of swamp fever are irrational behavior, a constant thirsting, and a tendency to lean to the left while walking, standing, or running. Victims rendered insane by the disease typically evince the strangest behavior imaginable: prancing, capering, laying on the ground and rolling about, speaking in gibberish, emitting loud yelps and hoots, and so forth.

Spinning Sickness: A disease which seems to affect both men and animals alike, spinning sickness (also known as "the drops") has no known cure, and is impervious to even the most potent magical and alchemical remedies. The affliction is not fatal, however, and runs its course in 1-4 days. During this time, the victim will suffer intermittent attacks of double-vision and vertigo, occurring perhaps as often as once or twice each hour. Such attacks rarely last longer than four or five minutes each, but are quite severe; unless the victim is lying down at the time, he or she will careen dizzily about and fall to the ground in a most undignified manner. The disease has no warning symptoms, and its cause (or causes) remains unknown.

The Red Death: By far the most feared of Talislantan maladies is the Red Death, a highly contagious disease which is almost invariably fatal. The Red Death is resistant to magical and alchemical treatments, even the most efficacious of which offer only about a 20% cure rate. Symptoms include fatigue, fever, profuse sweating, and delirium. Death usually results within 3-4 days. Humanoid beings of all races are susceptible to the Red Death, which, during various periods of Talislantan history, has caused great devastation. Prevention of the disease may be possible by the employment of good luck charms and other related adjuncts, water from the Well of Saints being the only certain cure.

Corpse Rot: Also known as "the Black Curse," this malignant disease is transmitted by the bite of the necrophage. Symptoms include fever, severe weakness, unconsciousness, and a gradual blackening and swelling of the limbs and body (beginning at the site of the wound and slowly spreading over the entire body). The disease affects both humanoids and animals, and is usually fatal within twenty-four hours. A potent alchemical or magical curative, employed in conjunction with a counterspell against curses, relieves these symptoms in approximately 95% of all cases. A swift burial is advised with regard to the unlucky 5% of such cases, as victims tend to emit a horrid putrescence soon after death.

Yakuk: A disease common to many jungle regions, yakuk causes a gradual loss of all sensory capabilities. Victims initially suffer loss of sight, followed by hearing, smell, taste, and finally speech (generally at two hour intervals following the onset of the disease). Perhaps the most fearful aspect of yakuk is that the disease's effects, while permanent, are not fatal; most victims continue to live, cut off from all sensory stimulae, until they die of thirst, starvation, or some other mishap unrelated to the disease itself. Those who manage to survive for longer than a month usually go mad. The disease is thought to be transmitted by leeches, and seems to affect most humanoid beings. An elixir made from equal parts of red lotus, black lotus, and sulfur is the only known cure aside from the implementation of divine magic.

Moss Mold: A type of fungal infection common to the Dark Coast region. A minor irritation to men, moss mold is invariably fatal to Green Men and most types of plant life. In men, the disease causes itching and some peeling of the skin. In plants and Green Men, moss mold slowly dissolves tissue, resulting in death within a week or so. A salve consisting of unguent, camphor, and a drop of quicksilver will effect a cure within two days in either case, as will certain magical and alchemical treatments.

Yellow Tinge: An infectious disease which affects water-breathing humanoids (such as the Imrians) and most varieties of fish. The victim's gills slowly become clogged with a sticky, yellow secretion, eventually resulting in death by asphyxiation (typically within thirteen days). A fluid mixture consisting of spirits of alcohol and powdered red iron, applied directly to the gills twice daily for three days, will provide a cure. Magical or alchemical intervention is likewise possible in at least 50% of all cases.

TALISLANTAN ADVENTURES

The following is a sampling of ideas which can be used to help Gamemasters create scenarios for a Talislantan campaign. The list is by no means complete, for the possibilities of adventure in Talislanta are limited only to the Gamemaster's and players' imaginations.

1) Accompany a group of Ammanian Orthodoxists on a pilgrimage to one of the cult's officially sanctioned holy places, or on a witch hunt through the dire forests of Werewood.

2) Protect an individual of status from Arimite Revenants, the deadly secret society of assassins who operate out of Arim. Be forewarned, however: the Revenant cult is widespread, and has many devotees.

3) Patrol the territories adjacent to the Citadel of Akbar with a band of Arimite knife-fighters: a perilous endeavor, particularly during the Yaksha mating season, when the Drukh tribes are on edge. Avian Stryx, Darkling hordes, and the warlike Ur clans also pose a threat to intruders into these regions.

4) Sail to the isle of Batre to obtain Batrean concubines—by legal or illicit means. Be sure to take precautions against the multi-headed Kaliya and the brutish Batrean males, to say nothing of the subtle charms of the lovely concubines themselves.

5) Join the Dracartan desert scouts of Carantheum in their forays against the forces of the Black Mystics of Rajanistan, or unearth an ancient sarcophagus in the Red Desert.

6) Sail the Far Seas in search of adventure, braving dangers posed by fierce Mangar Corsairs, Na-Ku cannibals, and the ominous black-hulled vessels of the Nefaratans.

7) Search the jungles of the Dark Coast for the buried treasure of the Baratus, an ancient race of sea-roving pirates. Keep a keen eye out for the four-armed Ahazu and Mud People tribes, both of whom are decidedly unfriendly with regard to strangers.

8) Accompany a caravan of nomadic Djaffir as they traverse the far reaches of the continent.

9) Visit the Farad city of Tarun, where contraband goods are sold openly in the streets and marketplaces. Hunt winged apes for their valuable horns amid the coastal junglelands, or scale the Emerald Mountain to seek the favor of the diabolical Shaitan. If stricken by a shortage of funds, one may opt to seek work mining green crystal on the shores of the Sea of Glass.

10) Join the Sea-Rogues of Gao-Din and visit the Rogue city of Gao, a safe haven for thieves and scoundrels from across the continent.

11) Explore the Opal Mountains in search of precious blue diamonds. Keep in mind that Frostweres, Frost Demons, and the grim Harakin tribes are also known to frequent these regions.

12) Hunt for scintilla along the marshlands of Jhangara, avoiding irate water raknids, the coracles of the amphibious Imrian Slavers, and the dreaded Jhangaran Outcasts, who reputedly bear upon their persons the "stigma of doom."

13) Prowl the Jungles of Chana for rare magical herbs and black diamonds, or rescue a captive of the Witchmen, who keep the shrunken heads of their victims as grisly trophies.

14) Visit the ice castles of L'Haan, and fight side by side with the Mirin against their age-old foes, the Ice Giants.

15) Dredge the swamps of Mog for precious amber, or hunt for the elusive Gold Beetle, an insect whose body is comprised of pure gold.

16) Trade with the Sea-Nomads of Oceanus, a city which floats freely upon the waters of the Azure Ocean.

17) Take a windship to the isle of Phantas and visit Cabal Magicus, home of the Phantasian Dream Merchants, where scholars sometimes come to study the many unique life-forms native to this strange and remote island.

18) Explore the ruined cities of the Plains of Golarin and search for the legendary gilded tomb of Irkhan, the Nine Books of Knowledge, the mysterious Elixirs of Immortality, and other lost wonders.

19) Travel to the far-off Quan Empire: to the Coral City of Isalis, the splendid coastal city of Jacinth, or the capitol of Tian (called "the Golden City," for good reason). Do not irk the Quan, however, or their warlike protectors, the Kang.

20) Hire a Sarista guide and search for the buried city of Necron in Khazad, where–legend has it–an entire city and its populace were once interred.

21) Visit Cymril's Magical Fair, a gala festival attended by magicians, wizards, and charlatans from all across the continent. Engage in a duel for wagers with a renowned spell caster, or haggle with Pharesian peddlers over the cost of their marvelous potions, powders, and magical adjuncts.

22) Negotiate a deal with a Kasmir money-lender, who may agree to finance an expedition in return for a cut of the profits.

23) Travel to the mesalands of Sindar in the hope of selling artifacts to the Sindarans, eclectic collectors of valuable antiques and oddities.

24) Explore the underground lakes and grottos adjacent to the subterranean settlement of Durne, home of the diminutive Gnomekin.

25) Patrol the eastern borderlands in a company of Thralls, battling beastmen tribes and Za bandit clans in the service of the Seven Kingdoms.

26) Enter Thaecia's "Festival of the Bizarre," where individuals from many lands display oddities and attractions in the hope of winning the coveted title of "Most Bizarre."

27) Hunt for the fabulous Smokk-bird amid the Obsidian Mountains of Urag.

28) Explore the Volcanic Hills region for the legendary Caves of Erendor, the final resting place of a once-mighty sorcerer and all his most cherished possessions.

29) Locate the hidden lair of a Weirdling and gain a wish, or search the banks of the Sascasm River (in Werewood) for the tombs of ancient Phaedran wizards.

30) Hire a Jaka guide and travel to the Lost Sea in Yrmania, where the sunken hulks of ancient sea vessels lie half-submerged in the cracked and barren earth.

31) Travel to the Aberrant Forest in search of the Mad Wizard Rodinn's manse, pay the Hadjin to explore the obelisk-shaped mausoleums which house the remains of their distant ancestors, or hunt for Sardonicus (bottle-imps) amid the Kharakhan Wastes.

32) Accompany a Xambrian wizard hunter on a quest to avenge an age-old crime: the extermination of an entire people, their civilization and culture.

33) Have your fortune read by a wandering Rahastran wizard, or travel to the Temple of the Seven Moons in Xanadas to learn the secrets of past ages.

34) Partake in Zandu's "Night of Fools," when all laws are suspended for a single evening.

35) Help locate a suitable applicant for the annual Battle of Champions, held atop the Great Barrier Wall separating the two countries of Amman and Zandu... or enter the competition yourself.

36) Try to find some means of removing the curse which has plagued the city-state of Maruk for generations, and earn a small fortune in gold (good luck).

GLOSSARY OF TALISLANTAN TERMS

Aquavit: An effervescent liquor of the highest quality, aquavit is popular in Cymril, the Seven Kingdoms and the western lands. It is served in half-spheres or goblets of amberglass, and is quite expensive.

Da-Khar: Da-khar are leather gauntlets fitted with retractable, razor-sharp "claws," usually made of black iron. Favored by the Inquisitors of Rajanistan, da-khar can be used to inflict damage similar in severity to a dagger. They are always employed in pairs, the blades being released by striking the backs of the hands together. As da-khar are often made to look like ordinary leather gloves, they are considered ideal for assassination attempts.

Dart-Thrower: Dart-throwers are small, one-handed crossbows favored by the Ardua of Vardune. Blue Ardua are dead shots with these devices, which can be loaded in a second and require little physical strength to employ. In terms of damage and range, dart-throwers are about half as effective as standard light crossbows, however.

Deadman: A pale white plant which thrives only in darkness, deadman is commonly found in caves, the hollows of rotting trees, and so forth. The leaves of this plant exude a lethal toxic contact poison, a single touch often being sufficient to cause death within two to five minutes' time.

Devilroot: Devilroot is a rare species of plant recognizable by its blue-black, "horned" leaves. The plant's forked root is a deep crimson in color, and averages about twelve inches in length when fully grown. When dried and prepared in the proper fashion, the root yields a powder with virulently toxic properties. A single dose, taken internally, can cause death within just a few moments. The timely administration of a poison antidote will generally counter the plant's toxic effects, though victims may suffer long-term side effects (reduction in Strength or Constitution, lasting from two to twelve weeks). Devilroot powder is illegal in many lands.

Dream Essence: Produced by the Phantasian Dream Merchants, dream essence is a translucent liquid which is stored in tiny amberglass crystal vials. It comes in many colors, the liquid's hue giving some clue as to the nature of the dream which an individual might experience upon drinking it: purple indicates passion and romance, blue fosters poignant and sentimental dreams, red implies violent emotions, silver promises flights of fancy and imagination, gold is for prophetic visions, and so forth. Some say that the black essence of nightmares is available from certain, less than reputable dream merchants. The dreams derived from these essences are reportedly far more vivid and colorful than those experienced during normal sleep, and last from two to eight hours. The experience of dreaming for such an extended period of time is said to be most extraordinary. At about nine hundred gold lumens per each one-dram vial, such experiences do not come cheaply, however.

Dune Ship: Dune ships are sail-powered land vessels used by the Dracartans of Carantheum as warships and general transport. The ships are built of lightweight materials: span-oak (plated with a thin coating of liquified red iron) for the hull, spinifax or viridian linen for the ship's complex network of sails, and woven viridia for the riggings. Dune ships used by the Dracartan military are usually equipped with hurlants (q.v.), additional armor, a crenelated forecastle and room below decks to stable war steeds. Those used for transport are called land barges. Most are equipped to haul cargo only, though some have accommodations for passengers as well. Dune ships glide across the sands on specially constructed runners, powered by sails; added impetus is provided by means of wind funnels (q.v.). The cost of these elaborate conveyances ranges from 25,000 to 50,000 gold lumens, excluding such options as wind funnels and hurlants. Due to their size and limited maneuverability, dune ships can only be employed in wide-open terrain, such as desert and barren wilderlands.

Durnean Cusps: These devices are made of finely polished crystal, usually colored violet, blue, or green. The Gnomekin of Durne wear cusps to protect their sensitive eyes from light when traveling above ground.

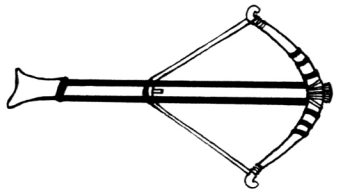
Elemental Essences: Elemental essences are volatile substances created through the art of thaumaturgy. The procedure entails the use of quintessence, which is used to place the desired elemental force or substance in suspension, and transmute it to solid, liquid or gaseous form, as desired. The captured essence, collected and distilled by the use of an intricate system of alembics, is then contained in spheres, flasks or capsules of pure amberglass.

The most common types of elemental essences are red menace (liquid fire), blue havoc (liquid ice), yellow peril (gassified sulfur) and storm crystals (solidified winds). Red menace is the most volatile, and is commonly used in warfare. Blue havoc is a highly effective weapon vs saurans and other reptilian creatures, who are susceptible to the effects of cold. Yellow peril, a noxious gas, is seldom used in war except under the most dire circumstances. The substance is heavier than air, and so is of use in flushing out subterranean creatures from their lairs and destroying colonies of raknids. The most practical of elemental essences is storm crystal, which is used as an adjunct to the wind-powered Dracartan dune ships (q.v.).

Elemental essences are costly: liquid and gaseous mixtures sell for one hundred gold lumens per pint, while storm crystals are usually priced at twenty-five gold lumens per ounce. Outside of Carantheum, these substances are seldom available except through the black market, at costs ranging from two to five times the prices listed here.

Firegems: Firegems are a brilliant variety of ruby found only in the Volcanic Hills region of Talislanta. The exceptional clarity of these stones causes firegems to command prices of up to forty gold lumens per carat. Firegems are also valued by spell casters, who employ them as material components in spells and magical devices which utilize the properties of flame, heat, and/or light.

Fire-Thrower: Fire-throwers are giant catapults used by the Arimites and their enemies, the Ur clans of Urag. The devices employ fire-bombs as missiles; heavy clay urns wrapped in netting of animal hide and sinew, and filled with a mixture of hot pitch, resin, spirits of alcohol and various volatile substances. The fire-bombs are ignited just prior to firing (a maneuver entailing some small risk), and burst upon contact with any solid object or surface, spewing molten pitch and flames in a five-foot radius area. The mixture, called "Arimite fire," is notoriously difficult to extinguish.



Flange-Bow: The flange-bow is a curious type of light crossbow employed by the Sea-Nomads of Oceanus, capable of unleashing a half dozen sea anemone quills with a single shot. Although this weapon is capable of inflicting damage approximately twice that of a standard light crossbow, its effective range is only about one hundred feet, or twenty feet underwater. The flange-bow's complex loading mechanism is also a drawback, allowing for a rate of fire barely equivalent to a heavy crossbow.

Gossamer: The finest of all Talislantan fabrics, gossamer is translucent, nearly weightless, and feathery-soft. It is too delicate for use by any but the least physically-inclined individuals, and so is considered a luxury item. Available in quantity only in Astar and Thaecia, gossamer is very costly, garments of this material usually selling for ten times as much as comparable items made of more common materials. The Cymrilians use gossamer sails for their windships, as do the Phantasians. The fabric is made by a complex method involving the use of spider silk, dandelion down, and cloud essences.

Grog: A cheap, strong liquor popular among soldiers, sailors and hard-working folk. The taste (and potency) of grog varies from one region to another.

Gwanga: The gwanga is a heavy, triple-bladed throwing knife favored by the Ahazu tribes. Its range and damage are approximately equivalent to a throwing axe. Gwanga are thrown with an underhand motion, said to be somewhat difficult to master.

Hurlant: Hurlants are missile-throwing weapons employed by the Dracartans in defense of the Desert Kingdom of Carantheum. There are three types: the giant siege hurlant, the smaller ship-mounted hurlant, and a hand-held version employed by the Dracartan desert scouts. The cost for these devices is fairly high: five thousand, two thousand and five hundred gold lumens, respectively. Hand-held hurlants are sometimes available at great cost through black market connections, but otherwise these devices are practically unknown in other lands.

All hurlants are made of span-oak and red iron, and employ missiles containing elemental essences (q.v.), volatile substances created by the thaumaturges of Carantheum. Siege hurlants employ as ammunition two-foot diameter spheres of amberglass, hurled in the manner of a catapult. The spheres break on contact, dispersing their contents over a ten-foot radius area. Ship-mounted hurlants employ amber spheres half this size, with correspondingly diminished results. The desert scouts' hurlant resembles an arbalest, and fires bolts containing small capsules of elemental essence. The effect of these missiles is limited to a one-foot radius area.

Hurlant ammunition, like the devices themselves, is costly. Four-gallon spheres for the siege hurlant are priced at one thousand gold lumens apiece, ammunition for the ship-mounted hurlant costing about half this. Bolts for the hand-held model cost twenty-five gold lumens apiece, two to four times this amount when available on the black market.

Ice Schooner: A method of travel peculiar to the Myrin of L'Haan, ice schooners resemble graceful, narrow-bodied sailing ships. They have runners chased with adamant, and are used to glide across the frozen expanses of the Sea of Ice. The majority of these craft are similar to small merchant vessels in terms of cargo capacity and hull strength, but are nearly twice as swift. Few are valued at any less than 40,000 gold lumens, the adamant runners alone being worth as much as 10,000 gold lumens apiece.

Jang: The jang is a peculiar type of edged boomerang employed by the Harakin. It is usually made of black iron, jagged and sawtoothed along one edge. Jangs are exceptionally difficult to employ, partially because heavy gloves or gauntlets must necessarily be worn when doing so. The weapon is also quite heavy, weighing as much as three pounds. In the hands of a skilled individual, a jang is capable of delivering a cutting blow equivalent in damage to a short sword. The weapon has the useful attribute of returning to its user in the event of a miss. This requires the thrower to catch the jang, not always a simple trick.

Kesh: Kesh is a bitter, pungent liquid made from the crushed and boiled roots of the jabutu plant. A single, one-ounce dose enables the drinker to see invisible and astral or spirit presences; a double dose bestows upon the drinker the ability to see into one of the outer or lower planes of existence. Three consecutive doses will allow the drinker to actually enter one of the outer or lower planes. The use of this substance is hazardous to those not accustomed to its uncanny properties. Scholars estimate a cumulative 5% risk of disorientation (loss of identity, inability to distinguish reality from imagination) per each dose taken consecutively. The Witchmen of Chana use kesh in their necromantic rituals, generally without ill effects. Kesh is commonly stored in crude, wooden vials, its effects lasting approximately one hour. When available, a single dose of kesh will rarely sell for less than fifty gold lumens, such is its reputed value to practitioners of black magic.

Khu: The khu is a double-bladed dagger used by the warrior tribes of Harak. Usually made of black iron, the khu does approximately twice as much damage as a standard dagger, but also weighs twice as much. It is of no use as a missile weapon.

Krin: The krin is a heavy, black iron crossbow employed by the Harakin warrior tribes. The device utilizes iron spikes as bolts, and is effective against most types of armor. The krin's range is barely half that of a standard heavy crossbow, however, and the weapon takes about five minutes to reload between shots.

K'Tallah: K'tallah is a rare variety of swamp plant with a serpentine stem and circular, grey-green leaves. The leaves of this plant contain a resinous substance which, when ingested, enables the user to "see" visions of the near future. Though casual users of this substance cannot control or dictate the nature of these divinatory dreams, those who use k'tallah regularly can supposedly acquire the ability to do so.

Unfortunately, k'tallah is highly addictive. Individuals experimenting with the drug as few as a half dozen times often become completely reliant upon its euphoric and mind-expanding properties. Persons addicted to k'tallah must partake of the substance each day or suffer horrible, and invariably fatal, consequences. The first symptoms of withdrawal are stomach pains, followed by the uneasy feeling that something is growing within the addict's body. Next comes the appearance of the snake-like tendrils of new k'tallah plants, sprouting from the unfortunate victim's eyes, ears and mouth. Death invariably follows, usually within a few hours. Heavy users of k'tallah, arguably amongst the most wretched folk in existence, claim that leaves plucked from the body of a deceased k'tallah addict are especially savory.

A single, one-dram leaf of common k'tallah can seldom be obtained for less than one hundred gold lumens. The rare and more repugnant variety, known as "Death's Angel," is said to command up to one thousand gold lumens per dram. Despite the risks entailed in the use of this perilous substance, k'tallah is popular in Rajanistan, and among certain black magical orders and cults.

Levitationals: Levitationals are the magical devices used to imbue windships with the ability to float in the air. The basic mechanism consists of a seven-inch square crystalline chest in which a small, gold replica of a windship is suspended in fluid. The Cymrilians use a concentrate of twenty Potions of Flying in their levitationals; the Phantasians, a distillate of ten drams of silver-blue Dream Essence (the type obtained from individuals who dream of flying). The crystal cube and golden replica, made to the most exacting standards by a skilled artificer, enchanter, or thaumaturge, can cost up to ten thousand gold lumens. Cymrilian concentrate sells for nine hundred gold lumens per mixture, levitationals utilizing this enchantment retaining their capabilities for about four months. Phantasian distillate costs twelve hundred gold lumens per mixture, but lasts up to six months. In order to be effective, the levitationals must be installed in a secure place below decks. Finding a qualified magician to perform this crucial undertaking for less than one thousand gold lumens is a practical impossibility.

Lotus: The lotus is a variety of water lily common to certain swamplands and jungle regions. Three species are considered particularly valuable: green lotus, scarlet lotus, and black lotus. The pollen of the green lotus, prepared in a potion, allows the drinker to communicate empathically with all manner of plants and trees. Its cost is generally twenty gold lumens per dram. Scarlet lotus, costing as much as fifty gold lumens per dram, is a subtle, mind-influencing substance. Its powder renders those who take it susceptible to the commands of others.

The powder or smoke of the black lotus possesses powerful narcotic, hallucinogenic, and mind-expanding properties. A single dram, costing as much as two hundred gold lumens, bestows upon the user the powers of e.s.p., clairvoyance, and clairaudience for up to one hour. Heavy users claim the effective range of these extra-sensory abilities increases with use, from as little as one hundred feet to as much as one thousand miles. Repeated use of this substance, however, runs a 1% cumulative risk of black lotus addiction. Despite this potential danger, the powder of the black lotus is often favored by those who seek power over their enemies.

A multi-hued variety, known as rainbow lotus, is cultivated by the Mandalan savants and herbalists of eastern Quan. Its properties are unpredictable, and the flower is prized mainly for its beauty and as a flavoring used in the making of skoryx (Sindaran liquor).

Mandalan Silkcloth: A very fine variety of silk, this luxurious fabric is made only by the Mandalans, subjects of the Quan Empire. It is much in vogue among the Quan ruling class, and is rarely available outside of the Eastern Lands. As such, items made of Mandalan silkcloth can cost more than ten times as much comparable goods made of less exotic material. The cloth is derived from the silken fibers produced by

the Mandalan silk moth, the color of the moth's wings being indicative of the color thread which it is capable of spinning. In Quan, these valuable insects are protected by law.

Matsu: The matsu is a long-hafted, two-handed warclub, usually equipped with a rounded head of polished stone. The matsu's slightly flexible handle allows an experienced wielder to use it to deliver a tremendous blow, similar in effect to a heavy war hammer. The matsu is a favorite weapon of the Ahazu tribes, who employ it with great skill.

Mochan: A dark, invigorating beverage that is especially popular in the desert kingdoms. Mochan is usually served hot, in small copper (or red iron) cups.

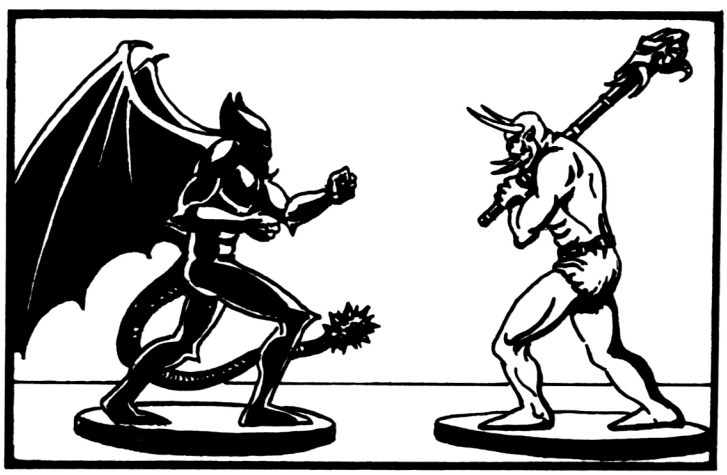
Morphius: Morphius is a parasitic plant which grows amidst the branches of trees and bushes. The fragrance exuded by its deep blue blossoms induces sleep in most types of living creatures, usually of fairly short duration (two to twenty minutes, on the average). Seven drams of morphius blossom, distilled as an elixir, will cause sleep of a much longer duration (two to twelve hours, generally speaking) if taken orally.

Mushroom Ale: This is a pungent beer favored by the Gnomekin of Durne. It is made from deep-spring water, mushrooms, toadstools and fungi.

Necromantic Relics: Generally available only through black market sources, certain articles associated with the black art of necromancy are known to be in demand in parts of Talislanta. The most coveted of these are the gold funerary masks of Khazad, which are said to bring favor when summoning evil spirits of all sorts. Few sell for less than a thousand gold lumens, particularly rare or potent masks commanding up to ten times this figure. Urns from the Khazad crypts, many of which contain imprisoned bottle-imps, the spirit forms of departed wizards (preserved in the form of corpse-dust) or even more unusual surprises, may bring up to twelve thousand gold lumens, provided their seals have not been tampered with.

Also valued by some are shrunken heads from the Jungles of Chana. As curios alone they may bring up to three hundred gold lumens each. Because they are reputed to be of use in certain arcane rituals, black magicians may pay up to twice this amount to obtain these rude talismans. The shrunken head of a spell caster is especially favored, and may command over ten thousand gold lumens.

Oc: The oc is a barbed bolas employed by the slavers of Imria. It is primarily used to capture dangerous creatures and beings, for the oc is a rather cruel weapon. As it has a tendency to become hopelessly entangled, oc are often carried in slender wooden cases, typically slung over the shoulder. Warriors from most other lands consider the oc an impractical, if not absurd, weapon.



Pentadrille: Pentadrille is a popular pastime among Cymrilians, and to a lesser extent, the Hadjin. The game consists of a pentagram-shaped board engraved with arcane symbols and fashioned of green glass. Playing pieces, carved from amber crystal or lemon-yellow glass, are used to represent wizards, devils, and various types of demons. Five players compete against each other, the object of the game being to establish control of the board by occupying three of the five pentagram points.

Phantasian Distillate: See *Levitationals, Windship*.

Quaga: Technically a species of swamp-dwelling mollusk native to Mog, quaga are similar in appearance to oysters, but have a murky, greenish hue. Colloquially, the term applies as well to the violet pearls found in a small percentage of these bivalves. Deep and rich in color, the pearls of the quaga are treasured for their rare beauty. In many places they bring up to twenty gold lumens per carat weight. Specimens typically range in size from one to twenty carats, though quaga weighing as much as forty carats are not unknown.

Quatrillion: Quatrillion is a game played by the Sarista gypsy peoples, utilizing a deck of sixty-four circular cards. Many variations of play are possible, the object being to gain high cards or "the fortuna" (a card depicting Fortuna, Goddess of Luck and Chance). Quatrillion is always played for money.

Quintessence: This marvelous crystalline powder possesses the most profound magical properties. Used to transmute substance, it is available in three types: type I (having solidifying properties), type II (having liquifying properties), and type III (having gassifying properties). A single dram of either type costs two thousand gold lumens, and is sufficient to affect up to a 10x10x10 foot area of substance.

Quintessence is also used to place elemental materials or forces into suspension, yielding the substances known as Elemental Essences. The most common of these include Red Menace (liquid fire), Blue Havoc (liquid ice), and Yellow Peril (gassified sulphur), all employed by the Dracartans in defense of Carantheum. Storm Crystals (solidified storm winds), used to propel the Dracartans' land barges and dune ships, are also created by these means.

As the use of quintessence requires a considerable degree of skill and caution, the substance is generally in demand only among the most accomplished thaumaturges and alchemists. The powder and its by-products must be contained in amberglass or suffer loss of efficacy.

Red Iron: Red iron is a superior metal that is half as heavy and twice as strong as black iron. Items made of red iron cost twice as much as comparable black iron items.

R'Ruh: The r'ruh is a heavy, disk-like stone blade affixed to a long, leather thong. It is used by the Wildmen of Yrmania, who employ it in two ways: swung above the head, the r'ruh is used as a hand weapon. It is also of some use as a hurled missile weapon, having a range roughly equivalent to a throwing axe. In either case, the r'ruh is capable of inflicting damage comparable to that done by a hand axe. When available, r'ruh sell for about six gold lumens, the weapon evidently being considered valuable by collectors of odd curios.

Scintilla: Scintilla are the phosphorescent eggs of the water raknid, a species of insectoid native to the southern coasts of Jhangara and Mog. Silvery in color, these two to three inch spheres emit a luminous glow when removed from their translucent casings. The heatless light given off by a single scintilla will illuminate a twenty foot radius area, an effect which gradually subsides after four to six months, after which the egg will lose its incandescence. Scintilla can command prices of up to one hundred gold lumens apiece. They are favored by Imrian slavers, who use scintilla lanterns to guide their ships at night. It is not unknown for a scintilla to hatch, though removing the egg from its casing usually prevents it from maturing. In such unusual cases, care should be taken to avoid the newly-hatched water raknid larva, which emerges from its egg in a foul and dangerous mood.

Scourge: The scourge is a giant, wheeled siege machine employed by the Ur clans of Urag. The device consists of a thirty-foot rotating spindle to which are affixed rows of spikes, rasps, scything blades and ball-tipped chains. A team of forty or more slaves operates the winches which set the scourge in motion, the movement of the wheels causing the spindle to revolve with great force. Scourges are mainly used against infantry and cavalry charges, though the devices are employed to some effect vs wooden fortifications as well.

Shrinking Violet: An herb notable for its purple flowers and diminutive size, full grown shrinking violets rarely exceed one-half inch in height. The tiny flowers of this plant possess magical properties, and are useful in shrinking potions, powders of diminution, and so forth.

Ska-Wae: Among the favorite pastimes of the Mangar Corsairs, ska-wae is a game involving curved daggers and dice. The object is to roll a six or a twelve (three d6 are commonly employed), snatch up the dice and withdraw the hand before a designated opponent can strike it with a thrown dagger. Ska-wae is played around a table, participants being required to remain seated at all times. Mangar corsairs sporting less than the customary five fingers are not uncommon, a direct consequence of poor ska-wae play. The game is always played for money or loot of some sort.

Skoryx: Skoryx is an alcoholic beverage popular among the Sindarans and, to a lesser extent, the folk of Cymril, Zandu, and Thaecia. It is very potent, but is most notable for its myriad and varying flavor sensations, a quality derived from the use of rainbow lotus in the distillation process.

Skullcap: Skullcap is a poisonous variety of mushroom notable for its bone-white cap and black, bowed stem. Taken in minute quantities of one half dram or less, the mushroom can cause highly irrational and even violent behavior, such symptoms lasting up to one hour. A dram or more will cause swift and painless death in most cases, usually within one to two minutes. The Wildmen of Yrmania have, through long use, developed a virtual immunity to the more toxic effects of skullcap. Most have also been rendered insane, a possible side effect of this hallucinogenic substance.

Snow Lily: A delicate white flower found only in the coldest climes, snow lily has certain, practical uses. Eaten fresh, the plant acts to ward against the onset of frostbite; prepared in an elixir, snow lily is said to confer virtual immunity against the effects of cold. As it is rare in Talislanta, this plant sells for as much as forty gold lumens per dram.

Spinifax: Spinifax is Ariane cloth, made from the flax of the thistle-down plant. It is noted throughout Talislanta for its fine quality, softness, and durability. Garments made of spinifax generally cost twice as much as those made of more common materials, when available outside of Altan. Spinifax cord, when available, may cost as much as one gold lumen per foot.

Stenchroot: Stenchroot is a noxious variety of tuber cultivated by the Gnomekin of Durne. The plant is harvested for its milky juice, which is drained through small incisions in the root (accomplished from below ground; the stenchroot plant itself is never picked). Stored in fragile vials of baked clay, the substance is allowed to ferment for several weeks, after which it is ready for use: The Gnomekin employ flasks of stenchroot juice as a deterrent against intruders into their underground realms, slings being used to propel the clay missiles great distances. The vials break upon contact with any relatively solid object, emitting the most horrid stench imaginable. So much as a whiff of this malodorous fluid will cause most creatures to be incapacitated by extreme nausea for up to ten minutes. Fortunately, the juice eventually evaporates when exposed to the air, leaving behind only a faint, musky scent.

Tantalus: Tantalus is a small, leafy plant having a tuberous, heart-shaped root. A powder concocted from the dried root (also called tantalus) is known to be a potent aphrodisiac, and sells for as much as one hundred fifty gold lumens per dram in certain places. The tantalus root is also said to be of use in the making of charms, love philtres, and the like.

Tarak: The tarak is a four-bladed, two-handed iron axe employed by the warriors of Harak. Only a very strong individual can wield this ponderous weapon in battle without looking extremely foolish.

Tazian Fire-Ale: This powerful liquor is a favorite of the Thralls of Taz. Fire-ale is served in an iron mug, and is ignited prior to drinking (hence its name).

Thaecian Nectar: Thaecian nectar is a tantalizing and intoxicating beverage made by the folk of Thaecia. It is favored for its distinctive taste and the euphoric effect it bestows upon the drinker. Individuals intoxicated by Thaecian nectar display a most agreeable lack of aggression, and evidence a marked disposition for romantic and artistic pursuits. Customarily served in half-spheres of colored glass, the drink is considered a great delicacy. Thaecian nectar can generally be obtained at a cost of ten gold lumens per pint, or about half this if purchased in Thaecia.

Thaecian Orb: These colorful amberglass spheres, made by the artisans and enchanters of Thaecia, are typically used to store spells of illusion. Devoid of any such spell, a Thaecian orb will sell for approximately seven gold lumens; enchanted, the cost of an orb increases by a minimum of one hundred gold lumens per level of the magic stored with in it. As the enchantment contained with a Thaecian orb can be released simply by breaking its crystal container, these devices are most popular with spell casters and adventurers. They vary in size from one to seven inches in diameter, according to the whims of the maker.

Trivarian: Trivarian is a complex game that is a great favorite among the Sindarans. Three opponents play, each pitted against the other two and seated at a triangular table of polished stone. The game "board" is a pyramid made of crystal and illuminated from within by a single scintilla (water-raknid egg). Amberglass orbs, each marked with a distinctive hieroglyph, serve as playing pieces. The players take turns inserting orbs into circular slots in the pyramid, thereby creating various patterns of light; the object of Trivarian is incomprehensible to non-Sindarans. Masters of the game earn the exalted title of "Nadir," and are accorded great respect and honor.

Venomwood: The venomwood tree is a rare variety of tropical plant found only on Pana-Ku in the Crescent Isles. Its wood exudes a virulent poison which is thought to protect the tree from boring insects and termites. The cannibalistic Na-Ku tribes make "poison arrows" (as they are most aptly called) from the branches of the venomwood, employing them against other tribes in the region. Victims hit by a poison arrow first experience searing pain in the area surrounding the wound, followed swiftly by a noticeable loss of strength. Unless an antidote can be obtained, even the slightest wound from a poison arrow will result in death within two to eight hours. Illegal in most civilized lands, these arrows are greatly favored by assassins, and are sometimes available through black market connections.

Vinesap: Vinesap is the fermented juice of the viridia plant. Thick and sweet-smelling, it is a great favorite among the Ardua of Vardune. Elsewhere, vinesap is generally considered an acquired taste.

Whisp Bane: Whisp bane is a rare variety of creeper having long, leafy tendrils and blue blossoms. Worn or otherwise employed as a garland, the plant acts as a deterrent to all sorts of whisps, who are offended by the odor of its blossoms. In all candor, the fragrance of the whisp bane's flowers is unlikely to attract admirers of any race or species. A single plant will suffice to keep whisps at bay for up to four hours after it has been picked. After this time, the plant loses its effectiveness, though the dried flowers are of some use to alchemists, who may pay up to twenty-five gold lumens per dram for this noxious substance.

Wind Funnel: Wind funnels are elaborate devices used to provide additional thrust for the sail-powered dune ships and land barges of the Dracartans. Each consists of a complex network of tubes, baffles and vents, all fashioned of red iron. The devices are powered by storm crystals (solidified wind), which emit great gusts of wind as they are dissolved within the funnel's inner mechanisms; the wind funnel itself does nothing more than direct and regulate the powerful winds thus produced. Available only in Carantheum, these intricate devices can cost as much as eight thousand gold lumens.

Windship: These magnificent ships, created by the magicians of Cymril and Phantas, are capable of sailing through the air as sea vessels traverse the water. Windships are far from common in Talislanta, this due in large part to the prohibitive costs entailed in their construction and maintenance. The minimum expenditures for a small, single-masted ship are as follows: 10,000 gold lumens for the gossamer sails, 2,000 gold lumens for rigging of spinifax cord, 20,000 gold lumens for the fine span-oak timber needed for the ship's hull, and about 5,000 gold lumens' worth of fastenings and related hardware, which must be made of silver (or adamant, if one can afford a ten-fold increase in cost). The material components used to imbue the ship with the ability to float on air, known collectively as "the levitationals" by windship aficionados, can cost as much as 10,000 gold lumens (q.v. Levitationals).

With favorable winds, a windship can easily travel over a hundred miles in but a single day. Even under the best of conditions, these ships can be difficult to maneuver, however, a simple landing often being the cause of considerable excitement and suspense. As windships are of necessity constructed from lightweight materials, they are somewhat fragile, and are capable of sustaining only about half as much damage as a sea-going vessel of comparable size. Cargo capacity is likewise halved for these vessels. Accordingly, windships are considered frivolous and extravagant by most Talislantans, who generally prefer sturdier and far less costly modes of transportation.

Winged Ape's Horn: The powdered horn of the winged ape, a creature native to the jungles of south eastern Talislanta, is believed to instill virility and strength when administered in an elixir or potion. As it is quite rare, this powder often sells for upwards of twenty gold lumens per dram. Unscrupulous peddlers have been known to try to pass off powdered ogriphant or land lizard's horn as this costly substance.

Zodar: In popular usage, zodar is a game employing a deck of twenty cards, each depicting some aspect of Talislantan cosmology or metaphysics: the twin suns, the seven moons, various fates and destinies. In ancient tradition, the zodar is a magical device used to cast divinations. Only the Rahastran wizards, wandering seers from the Wilderlands of Zaran, know the secrets of employing the zodar deck in the latter regard.

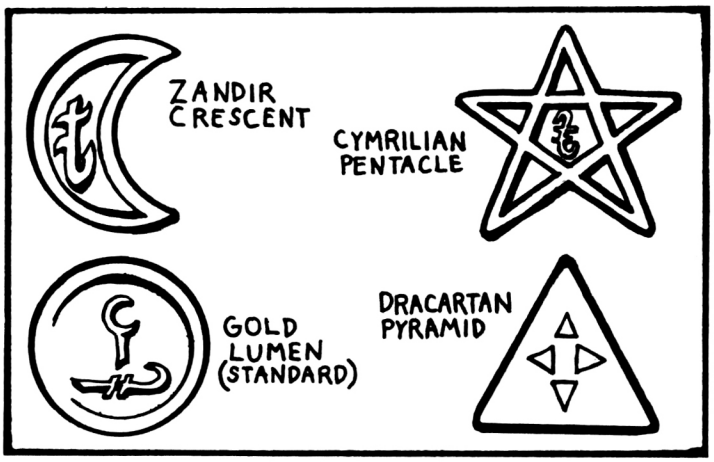
To simulate the use of the Zodar deck in the game, roll a d20 two times on the following table. The two results yielded are then combined and interpreted in a single reading, as the "fortune teller" desires (this is best handled by the Gamemaster in most cases, as he or she is privy to information not always known to the players). Contradictory results can be combined logically by explaining that the readings follow in sequence; i.e., "the immediate future seems well-aspected, but beware: beyond this the portents are dark and foreboding."

Zodar is also played as a game of chance for up to seven players. The owner of the deck always deals, two cards to each player (dealer included), one face-up and the other face-down. The dealer takes bets, each player being allowed to wager "high" or "low," the object being to beat the dealer's hand. Once bets are taken, the dealer shows his or her cards, adding the face value of each (1-20, as indicated) to arrive at a single number. The players then do the same, comparing their scores against the dealer's. Players who bet "high" must have a higher total than the dealer; the opposite for those who bet "low." The symbolism of the cards is never forgotten simply because one chooses to play for money.

If desired, an actual zodar game can be played using twenty pieces of paper (or playing cars) numbered 1-20 and marked according to type.

The Zodar Deck (d20)

1) Zar: The Dark Moon (an ill-aspected card, signifying evil)
2) Laelolis: The Blue Moon (sorrow, disappointment)
3) Jhang: The Crimson Moon (rage, violence)
4) Ardan: The Purple Moon (passion, desire)
5) Phandir: The Green Moon (signifies things unknown or unresolved)
6) Drome: The Amber Moon (signifies peacefulness, repose)
7) Talisandre: The Silver Moon (signifies good fortune, happiness)
8) The Lesser Sun (signifies a matter of little import)
9) The Greater Sun (signifies a matter of great import)
10) The Charlatan (deception, an error is made, a fool is discovered)
11) The Rogue (a loss, thievery)
12) The Warrior (confrontation or vigilance)
13) The Assassin (treachery, betrayal, death)
14) The Peddler (an offer or opportunity of some sort)
15) The Wanderer (travel, adventure)
16) The Wizard (chance, luck)
17) The Mystic (hidden knowledge, a secret)
18) The Alchemist (change, transmutation)
19) The Reaper (implies inevitability; if drawn with #1 or 13, a dire omen)
20) The Archon (hope, victory; if drawn with #19, a superior omen)



TALISLANTAN CURRENCIES

As a traveler of some note, Tamerlin had cause to gain a certain degree of familiarity with the currencies used by the peoples of Talislanta. He claims the standard rate of exchange to have been based upon the gold lumen, which had a value equivalent to ten silver pieces or one hundred copper pieces of the standard type. Having had need to carry around fair sums of money on his voyages, Tamerlin also noted the weight of any twenty standard-sized coins to be approximately one pound.

The wizard's keen interest in numismatics, perhaps one of his lesser-known attributes, further led him to compile a brief listing of lesser-known and rare Talislantan coins, as follows:

Aamanian Coppers: These wafer-like coins are in wide use only in Aaman. At one hundred to the pound, Aamanian coppers are considered to be practically worthless, and are spurned in other regions.

Antique Coins: Several ancient varieties of coin are valued as antiques by Talislantan collectors and curio dealers. The most notable are: coins of the old Phaedran dynasty, worth twice their face value; coins of the old Mazdak dynasty, equal in value to Phaedran coinage; skull-visaged coins from the tombs of Khazad, worth up to five times their face value; any type of coin dating from the Time Before Time, all of which may be worth as much as one hundred times their face value (especially rare coins may be worth even more than this).

Dracartan Pyramids: These triangular coins are made of red iron, and are valued at five silver pieces each. They are honored in all lands except Rajanistan, where the ownership of even a single such coin is deemed an offense punishable by death.

Gold Pentacles: These fine, star-shaped coins are popular in the Seven Kingdoms, and are worth five gold lumens throughout the continent. As their intricate shape renders them difficult to counterfeit, gold pentacles are especially favored by merchants and traders.

Imrian Brass Rings: Worth two copper pieces each, these ring-shaped coins are popularly worn about the neck on strings or chains. Those lands which outlaw slavery will not accept the Imrians' crude coinage.

L'Haan Adamants: Rarely seen outside of L'Haan, adamants are valued at twenty gold lumens each in this region. They are worth twice as much in other lands, where adamant is practically unknown.

Oceanian Radiants: These "coins" are actually the irridescent scales of ancient sea dragons. In Oceanus, a radiant is worth one gold lumen.

Quan Emperors: By decree of the emperor, these handsome coins (which feature a crested dragon in relief on one side and the emperor's face on the other) are redeemable for one hundred gold lumens. Outside the Quan Empire, the coins are valued at only ten gold lumens.

Zandir Crescents: These half-moon shaped, attractive gold coins are valued at ten gold lumens in Zandu. Elsewhere, they are worth a single gold lumen, when they are accepted at all.

ADVENTURE IN THE WILDERLANDS

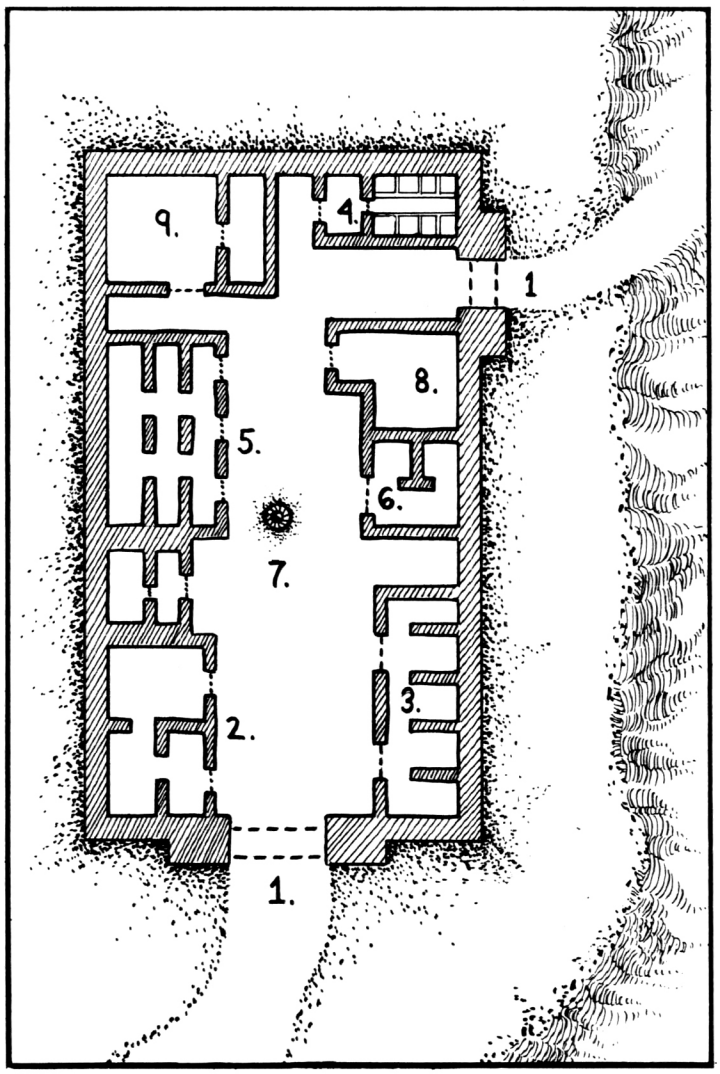
The following is a sample scenario which may be used as an introduction to role playing in Talislanta, or incorporated at some point into a Talislantan campaign. The scenario has been designed for low-intermediate level (1-7) characters; a group of five to seven characters and followers is recommended, though adjustments can be made to accommodate smaller or larger groups.

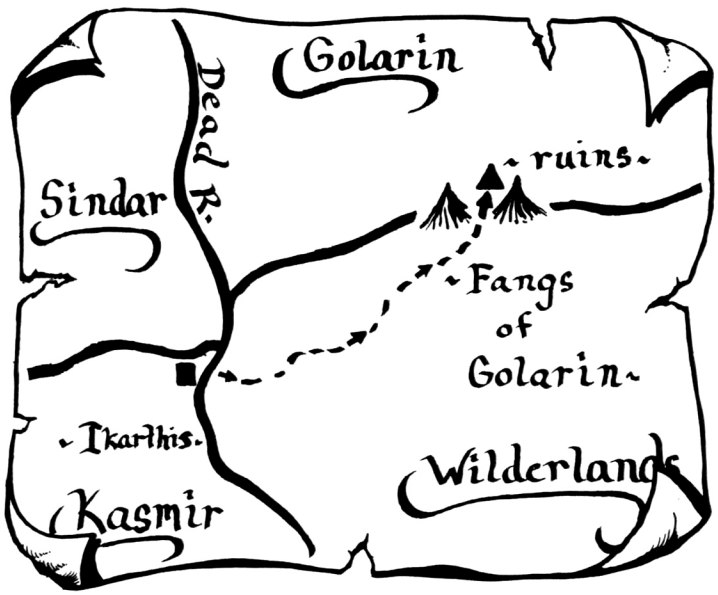
The Gamemaster should read through the scenario before the start of play in order to gain familiarity with the basic elements of the adventure. Based on the size and level of the party, the Gamemaster may want to make modifications of one sort or another in the text, adjusting statistics for encounters as desired. This done, the Gamemaster may begin the adventure.

The premise: During a stopover in the city of Cymril, members of the party chance to encounter a band of Thrall mercenaries in a tavern. Tazian fire-ale flows freely, and one of the Thralls, a red and blue-tattooed giant named Radd, reminisces of his days in the Eastern Borderlands. One of his tales is of particular interest; an armed expedition into the Plains of Golarin, where Radd's company discovered an unusual ruined structure: a ziggurat (step-pyramid) enclosed within a walled fortification. According to Radd, the ziggurat's black iron portals were decorated with the bas relief forms of chained demons; a Djaffir mercenary in Radd's company claimed that the ancient Quaranians built edifices of this sort, in which they buried the remains of wizards and priests. The Djaffir said that these tombs often contained rich stores of treasure. Circumstances of duty intervened, however, and Radd's company never explored the tomb.

In return for another mug of Tazian fire-ale, Radd drew up a rough map of the area surrounding the ruins and presented it to the party. He advised the party to visit Ikarthis (ih-KAR-thiss), a small border outpost located at the edge of the Dead River in northern Kasmir, prior to undertaking an expedition to the site of the ruins. Here, suggested Radd, the party can obtain supplies for the trip and inquire as to the latest developments beyond the Eastern Borderlands; a prerequisite to traveling across the Plains of Golarin, a region frequented by hostile clans of Beastmen and Za bandits.

The adventure will begin, then, with the party either stopping at or passing through Ikarthis.



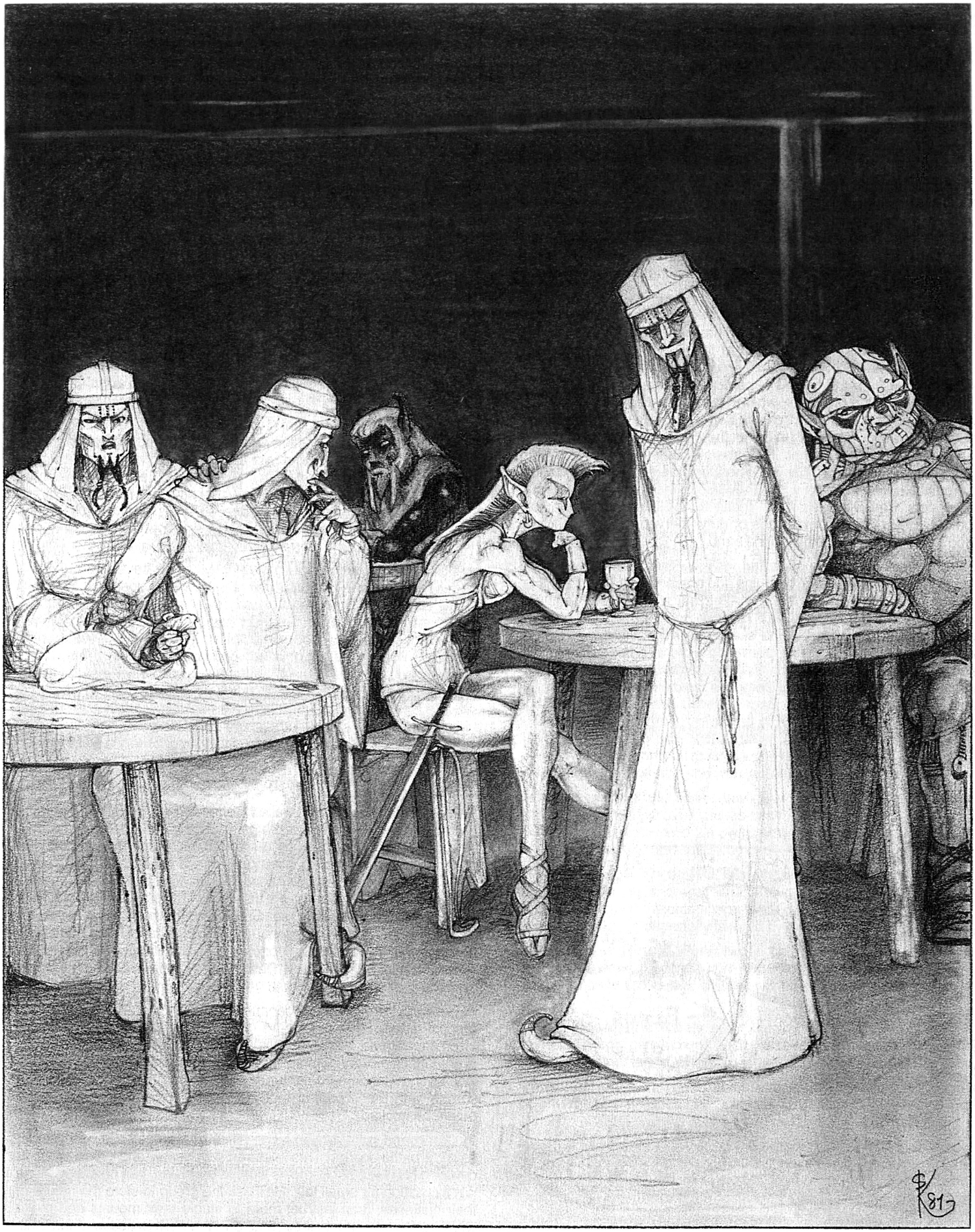


THE BORDER OUTPOST OF IKARTHIS

Ikarthis resembles a small, walled stone fortress. Situated amidst the barren and arid territories of northern Kasmir, the outpost is manned by a contingent of about fifty mercenary warriors. Troops stationed here serve mainly as scouts, keeping an eye out for marauding clans of Beastmen or Za bandits. Although there is a crossing suitable for mounts just east of Ikarthis, the installation is not considered to be of particular strategic importance. Consequently, the outpost is seldom visited except by the occasional trader or wayfarer. Ikarthis' military contingent is quite diverse, consisting of a mixture of Thralls, Blue Ardua, Arimite knife-fighters, Danuvian swordswomen, Nagra spirit-trackers and Jaka manhunters.

1) Gates: A troop of six mercenaries is always on guard at each of the outpost gates. Their orders are to perform a cursory search of any incoming wagons, burden beasts, or heavily-loaded mounts. As Ikarthis is primarily a military outpost, visitors must report directly to the installation's commander upon entering the compound. Visitors refusing to comply with the accepted protocol will be roughly escorted to the outpost's stockade.

2) Command post/armory: The office of the outpost's commander (Jarn, a battle-scarred Thrall veteran with yellow and green tattooes covering his muscular frame) is located here. Jarn has neither the time nor inclination for small talk. He'll ask the group to state the nature of their business, then instruct them to stable their mounts and make whatever arrangements they require with regard to accommodations. A variety of weapons and armor are kept under lock and key in the adjoining armory.



3) Stables: Mounts tended at a cost of two silver pieces per day. In a separate section, mounts for the mercenary troops are stabled: thirty-odd Greymanes, three land lizards, a pair of feisty mangonel lizards (chained to their iron stalls), and four swift Silvermanes (used only by couriers).

4) Stockade: A squat, one-story stone structure used to house captured Beastmen, Za bandits, felons and trouble-makers (Gamemaster's decision as to whether there are any prisoners currently in the stockade).

5) Barracks: These facilities are used to house Ikarthis' contingent of mercenary warriors and scouts.

6) Smith: This facility is operated by a Zandir bladesmith and a Kasmir trapsmith (named Kaska and Abn El Aran, respectively). They have been contracted to handle the requirements of the outpost's mercenary troops, but will take private work if time permits. Kaska makes fine swords, and hones blades to a razor edge for a fee of two gold lumens. Abn El Aran can repair any sort of mechanism, from a ballista to a Kasmir spring-knife. Quality is very good for both craftsmen, though their prices are not cheap (+50% above average due to isolated location of the outpost). The two know much about the outpost and those stationed here, but little of the surrounding regions.

7) Well: A guard is always stationed at the well. His duty is to safekeep the installation's water supply and make sure that water–a rare commodity in this arid locale–is not wasted.

8) Ikarthis Trader's Depot: This is a trading post and requisitioner contracted primarily to serve the needs of the outpost. Private traders, merchants and buyers are also allowed to do business here. Merchandise offered includes most types of standard rations, tack and harness, wilderness gear, and a few oddities such as Za bandit scalplocks, weapons and equipment captured from Za or Beastmen raiding parties, and (sometimes) used weapons, articles of clothing, etc. Greymane steeds, kept in pens out back, are also available for sale. The Kasmir merchant, Atta Abn Dir, owns this establishment. He bears a reputation for unsociability that would surely have put him out of business in all but the most desolate locales. Prices are twice standard rates to non-military personnel; Atta Abn Dir is well aware of the law of supply and demand, and takes full advantage of the lack of local competition.

9) Ikarthis Inn: Atta Abn Dir's brother, Namahl, owns this somewhat rundown establishment. The inn offers rooms of passable quality, and fare suitable to its varied clientele: Tazian fire-ale, Arimite chakos, Arduan vinesap, mochan, and an assortment of foodstuffs. Generous portions partially compensate for the inn's prices (+50% above average) and the mediocre quality of its services.

Though Namahl Abn Dir is nearly as tight-lipped as his brother, the party may find individuals of a more talkative nature in the inn's large common room. Included in such a gathering could be any of the following (Gamemaster's choice):

- Off-duty Thrall, Ardua, Arimite, Danuvian or other guards.
- Djaffir merchants enroute to or from Carantheum, with news of the outlying regions. They sit in the far northern corner of the common room.
- A scouting party just returned from Golarin, bearing news of any recent activities in the area (for this scenario, the scouts should report that things seem fairly quiet).
- A troupe of portly Bodor musicians enroute to an engagement in Dracarta. They are friendly, but know little of Golarin.
- A group of Farad procurers (matching in number the party of adventurers). They sit in the far southern corner of the common room, separated from their hated rivals, the Djaffir. The Farad have stopped in Ikarthis enroute to the city state of Hadj, where they are headed in hopes of acquiring valuable artifacts. They are loud and obnoxious, and appear to be inebriated.

The Farad are under the influence of k'tallah, and are in an aggressive and hostile mood. They will hurl insults and challenges at members of the party until they succeed in provoking a fight.

All the Farad are Level 1, H.P. 12. At least one will be a wizard, and will employ a *Spell of Eldritch Power* in combat. Another carries a vial of dust from the tomb of a Rajan necromancer; the dust causes temporary blindness (ten rounds). All carry long daggers (d6 damage), and have a **COMBAT RATING** of +1. In each Farad's purse are d10 x 5 gold lumens.

Fights are common in this establishment, and no one will intervene in the battle (exception: Djaffir merchants will help if things are going badly for the party). Mercenary guards will arrest the Farad (for causing damage to the tavern's furnishings, glassware, etc.) as soon as the outcome of the fight appears evident; the Farad are not well-liked in Ikarthis.

Once things have settled down, a band of five Yitek tomb-robbers will enter the common room. Upon spotting the party, the Yitek will bow politely and ask permission to join the group. They will admit to having overheard the party (at some point) discussing the details of their upcoming expedition, and will offer their services as "experts in the field of necromantic excavation." **If asked, the Yitek will offer the following information:**

a) It was the tradition of the ancient Quaranians to bury their wizard-priests in unusual shrines resembling small ziggurats, with a connecting walled-in courtyard. Here, acolytes of the cult would come to meditate and to tend the mummified corpses of their masters; firm believers in reincarnation, the Quaranians observed this unusual practice in the event that a reincarnated wizard-priest might return to claim his or her body. It was the custom to lay costly gifts at the foot of the wizard-priest's sarcophagus in the hope of winning his or her favor.

b) The Quaranians, like all diabolists, despised demons. It was not unknown for a powerful wizard-priest to enslave one or more demons for use as unwilling servants, or–more commonly–as sacrificial victims in certain rituals. Similarly, images of chained or discomfited demons were common motifs in Quaranian art and architecture.

The Yitek claim to know much more about Quaranian tombs and burial customs, but will say no more unless the party wants to pay to obtain their services. Their fees: "five thousand gold lumens, in advance; plus 51% of all monies received from the sale of any and all artifacts unearthed or otherwise discovered while on the expedition; rental of excavating tools and equipment is not included in this fee."

As the Yitek will not negotiate, the party should not accept this offer. If it seems like they may, the Gamemaster should have the Yitek tack on an additional one or two thousand gold lumens for the cost of renting the Yitek's equipment ("wagons, beasts, winch mechanisms, block and tackle, and implements necessary for such work"). The purpose of this encounter is to give the players some background on Quaranian burial customs, not to supply them with guides.

Other encounters in the tavern are up to the group and/or Gamemaster to decide. If there are no further difficulties, the party can depart for Golarin on the following morning.

ENROUTE TO GOLARIN: DAY ONE

The party departs Ikarthis, following the narrow path which serves as a safe crossing through the rugged canyon known as the Dead River. There is little difficulty in this, though the Gamemaster may wish to throw in some descriptions of "loose rock, deep crevices, etc." just to enliven things a bit.

Twenty miles from Ikarthis, the group spots a lone traveler in colorful patchwork robe and coat, his skin a whorl of rainbow hues. (This is Savrille the Pharesian, a peddler.) He carries a wand which emits puffs of colored smoke, and appears overjoyed at the sight of potential customers. He rides an old Greymane loaded with sacks and bags.

Savrille has chosen to linger in this desolate region in the hope of encountering Aamanian pilgrims enroute to the Watchstone. So far, he has seen none; hence, his eagerness to deal with party.

Savrille offers the following wares: "Efficacious talismans, amulets and lockets; hats to shield the head from unfavorable solar emanations; discs which–when affixed to the soles–offer relief to footweary travelers; capsules of noxious powder, useful in keeping wild beasts at bay; unguents, salves and medicants."

Savrille's wares are mainly of little use, except the capsules, which contain a mixture of powdered morphius and narcolesian: the two in tandem cause instant, death-like sleep (duration: one hour). Note that victims of the powder appear to have died horribly, but are actually alive. Cost: 50 gold lumens per capsule (Savrille has a half-dozen of these capsules).

Savrille is a minor magician with two spells. He wears two rings: Elemental Fire (Level 4) and Summoning (Level 5 Wind Demon, Erath). The wand is for show.

Savrille, having done his best to sell his wares, will be on his way. **His advice**: "Keep an eye to the north; the beast-tribes are likewise aware of the proximity of Aamanian pilgrims, whom they regard as bland but nutritious fare."

As night approaches, the group comes within sight of a copse of whithergall (stunted gall-oak, gnarled and tangled, about 8-12 feet in height). There is a small watering hole in the midst of the glade, and bitter red whither-berries to eat. There is no other suitable camping site in the area, which is otherwise devoid of cover (wide-open, flat terrain).

Encounter: That evening, someone on watch will see a pair of eyes glaring from the bush. If individuals investigate, they find nothing unusual. However, one will be attacked by...

The Exomorph: Level 3, INT -3, PER +4, STR +5, DEX +3, SPD +4. Bite: d8, Claws: d12. 25 hit points. Exomorphs resemble muscular and misshapen tigers, with horn-like protrusions jutting from the sides of the head. They are extremely vicious.

Exomorphs can change color at will to blend into their surroundings, rendering them practically undetectable (-4 to detect; roll vs **PERCEPTION RATING**). The Exomorph will attack repeatedly, withdrawing into the bushes, until it is slain. Its method of attack is to leap from ambush.

ENROUTE, DAY TWO

While riding along, the party's steeds become edgy. If the group stops to investigate, they find a number of partially-eaten corpses lying in a shallow depression nearby. Three dead Greymanes, their bodies showing horrible (bite: Darkmanes) wounds, also lie there. From bits of torn raiment, torn books and discarded holy symbols, it can be inferred that the casualties are Aamanian pilgrims. Individuals with tracking or naturalist skills note Beastmen/Darkmane tracks.

There is nothing of value here.

Further ahead, storm clouds threaten. By late afternoon, things look ominous. To the southwest, someone in the party spots riders, perhaps a half-mile distant:

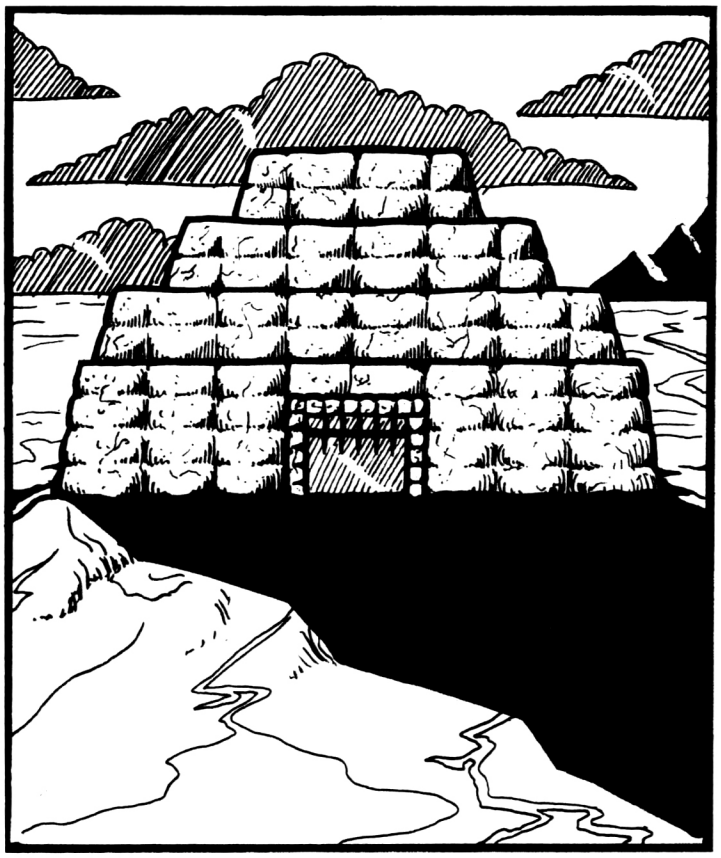
Beastmen: Outnumbering the party three to one, mounted on Darkmanes, with spears/clubs/short bows.

If someone has a spyglass, they note that some of the Beastmen carry pieces of Aamanian gear: shield, mace, white cloak, helm, hats, etc. The Beastmen charge forth, howling like wolves.

The outlook: The group is outnumbered and in the open. Flight is a logical recourse. Ahead looms the "fangs of Golarin," the landmark indicating that the ruins are near. The group's steeds (Greymanes) are swifter than the Beastmen's Darkmanes, so they will reach the ruins first.

A lightning storm commences: If anyone climbs one of the "fangs," they will be struck by lightning (knocked unconscious, one hit point remaining).

THE RUINS: A walled tower-keep of odd design: a ziggurat, the outer walls of which enclose a small courtyard.



Outer walls: 20' tall.

Ziggurat height: 1st level = 20', 2nd level = 10', 3rd level = 10'

Portcullis: Rusted iron alloy, spiked on top and bottom edge. It's solid, but stuck in open position. Cutting the rusted chain affixed to the winch-mechanism will lower the portcullis.

Defense of the keep could pose problems if the Beastmen were especially clever; however, this is not the case. As long as the group can get the portcullis closed, the Beastmen will have to dismount in order to attack.

Beastmen stats: Level One, STR +2, DEX -2, SPD +1, PER +6. Damage as per weapon employed. 15 hit points, hide is equal to leather armor.

The Beastmen's tactics: The sequence is as follows:

a) Attempts to climb the portcullis. A Beastman can scale the portcullis and wall in two rounds, but cannot attack while climbing. Two can make the attempt at once. A few casualties will discourage them from continuing this tactic.

b) The Beastmen fall back and regroup.

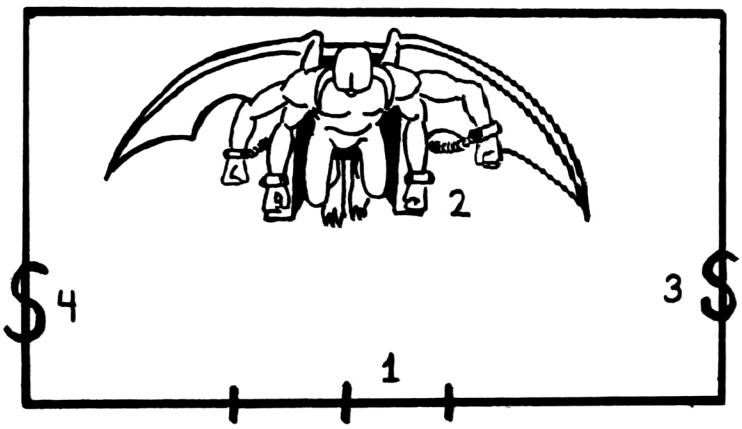
c) The Beastmen circle around the rear, attempting to scale the east wall and take the ziggurat. They scale the outer wall in **two** moves, thereafter requiring an additional move to reach defenders stationed above.

If the Beastmen take 50% casualties, they abandon the assault and ride off, growling curses at the party (remember: if Savrille's dust is used vs Beastmen, the "corpses" come to life in one hour).

Each Beastman carries two of the following (Gamemaster's choice):

1) Aamanian mace 2) short bow with quiver of 10+ arrows 3) wooden spear and dagger 4) Aamanian cloak and/or head dress 5) pouch with d10 gold lumens. b) Aamanian silver holy symbol.

With the Beastmen dispatched, the characters can begin exploring the ziggurat.



THE ZIGGURAT

1) Doors: A pair of rusted black iron portals, decorated with the images of chained demons, bar the entrance to the ziggurat. The locks are seized with rust, but the doors can be opened by force (combined strength of 6+ to do so). This produces an exhalation of ancient, musty air from within.

2) Vestibule: (20' x 10') On a throne of violet stone sits a black iron statue of a chained, four-armed Wind Demon. There is nothing else in the room except dust and cobwebs.

Careful scrutinization of the east and west walls (with sufficient light source) will reveal two possible secret entrances. Wards protect these doors from attempts to open them by magic, and they cannot be forced open.

a) Pulling down on any one of the iron demon's arms will cause the east door (#3) to slide open.

b) Pulling down on the two left-hand arms simultaneously will open the west door (#4).

3) The east door opens into a corridor and stairway leading upwards. Arcane symbols, inscribed in muted pigments, line the walls, ceiling and stairs. They are indecipherable, the glyphs merging in patterns which—while captivating to the eye—seem to make no sense.

Individuals who even glance at the symbols will feel a sudden twinge of fear and panic: like diabolical serpents, the symbols begin to writhe and squirm; they congeal and intertwine, forming horrific clawed appendages which grasp at the characters' ankles, arms and throat (d4 constriction damage per round). The claws seem unaffected by weapons or magic; those "destroyed" regenerate in just a few seconds.

Explanation: A powerful (Level 9) spell has been inscribed (with magical pigments) in the corridor and stairway, causing those who view the symbols to experience frightening hallucinations. Upon contacting the hallucinations for one round, the Gamemaster should roll secretly for each character, using his or her **PERCEPTION RATING** as a modifier. Success means the character perceives the claws for what they are, and is unharmed. Individuals who fail their roll vs **PERCEPTION** take d4 damage per each round which they remain in the affected area. They will believe themselves to be caught in the claws' "unbreakable grasp," and will have to be carried out. In either event, the hallucinations persist until counterspelled, or until the characters leave the area.

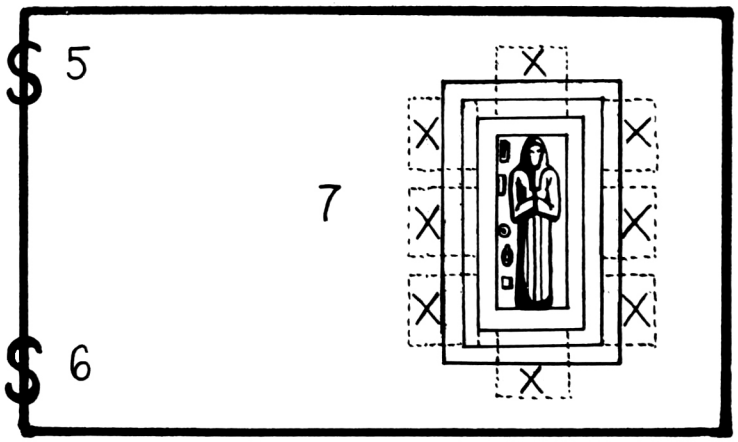
This passage exits at #6.

4) The west door opens into a corridor and stairs leading to the top floor. The makers of the sanctuary used this passageway, which terminates in a dead end. On the wall are three levers. Depressing the first and third levers opens the secret door. The door will also open if **all three** levers are depressed; however, if the second lever is not left in the "up" position, the sanctuary's traps remain activated. This passage exits at #5.

5) Secret door/exit from west corridor.

6) Exit from east corridor.

7) The burial chamber: The walls of the chamber are done in black and violet mosaics, with symbols corresponding to diabolical names and chants. The ceiling and floor are done in black tiles. On a tiled dais is the sarcophagus.



The sarcophagus is cast black iron, the lid hinged with a claw-like clasp. A number of chests, urns, bottles and reliquary have been placed next to the sarcophagus.

Trap system: The Kasmir learned much of what they know of trap mechanisms from the Quaranians, who constructed devious systems of inter-related machinations to foil would-be robbers. The system employed in this tomb is a fairly good example of Quaranian trap-technology.

Trigger mechanisms: Stepping on the dais or opening the clasp on the sarcophagus sets the system in action (unless it has been de-activated; see #4).

Stage one: Trap doors on dais open (squares marked by "x"'s). Anyone standing on the doors drops down a chute feet-first; on the way down, a cantilevered section flips the victim so that he or she is falling head-first. The chute terminates in a dead end, with the victim stuck head-down in a narrow enclosure. Contact with the bottom-plate causes an iron lid to fall, sealing the victim inside.

Stage two: Once a trigger mechanism is set off, the stage two traps are activated. Thereafter, stepping on any floor tile causes a corresponding ceiling tile (directly above) to open, expelling a fragile glass sphere filled with a fairly potent acid (d4 damage). Only the area of the dais is safe. Roll vs **DEXTERITY** if attempting to dodge the spheres, vs **SPEED** if attempting to run from the chamber.

Stage three: Two seconds later, a heavy slab of stone will begin to slide across the exit at #6, sealing the room. A magical or adamant weapon, used as a brace, will stop the sliding portal (the weapon will then become stuck between the slab and the opposite wall). An unenchanted iron weapon or bar will hold the slab for 1-3 rounds before bending; a combined **STRENGTH RATING** of 9+ will also suffice in this manner. Note that the secret door at #5, if detected by individuals actively engaged in such a search (roll vs **PERCEPTION RATING** at -2), can be used to escape this room. This was not an oversight by the Quaranian builders (see *Stage four*).

Stage four: The trigger mechanisms in combination activate the chained iron demon in the vestibule; it is actually a powerful automaton (Level 4, STR +8, DEX -6, SPD -6; 30 hit points, armor as per plate mail) programmed to kill intruders who enter the burial chamber. At stage four, the automaton is activated; it breaks its chains and proceeds up the west corridor and stairway through the secret door (its movement opens the portal), entering the chamber at #5.

The automaton will attack any individuals still in the burial chamber, clubbing opponents with one of its iron fists (d6 + 8 damage). Like all automatons, the iron slave-demon is not capable of actual reason. Consequently, it ignores stationary or prone/unconscious individuals, regarding them as "dead." Also, despite having four arms, the automaton attacks only once per round, and is very slow.

RESOLUTION

Traps: Man-sized (or greater) victims who have fallen into the chute traps cannot escape without help or some sort of magic. Rescuers must be lowered into the shaft by rope (or other convenient method), raise the iron lid (**STR +3** or better) and pull the victim out by the ankles.

The sliding stone portal at #6 is two feet thick; impenetrable except through the most arduous efforts or by magical means.

The iron slave-demon can be damaged by metal weaponry and most spells, particularly Elemental Ice or Lightning (double damage). It is immune to fire, but susceptible to acids.

Offerings placed upon the dais include:

1) A small gold chest filled with a stale-smelling powder (formerly costly fragrances, now worthless due to age). The chest is worth a minimum of 200 gold lumens, and has some value as an antique.

2) A green crystal bowl (50 G.L.+) containing nine black sapphires of excellent quality (each worth 100+ G.L.).

3) A silver jewelry box lined with purple velvet (150+ G.L.), containing a single, flawless moonstone measuring six inches in diameter. The stone is magical; a scrying crystal worth over 2,000 gold lumens. The device may be used three times per day (one minute duration) to view any known place, person or thing.

4) A crystalline decanter filled with reddish-blue liquid. A taste or smell will reveal that this is wine—a rare vintage indeed, considering its age. A collector might pay as much as three hundred gold lumens for this find.

5) A small vial carved from a single amethyst. The vial contains a magical oil, useful in summoning rituals (+1 advantage to all die rolls). The oil is worth perhaps a hundred gold lumens; the vial, at least twice this figure.

6) An oblong case, 12" x 4" and 4" deep, made of exotic hardwoods. Diabolical visages are carved into the lid and sides of the case. Inside is a silver dagger, the pommel of which is fashioned in the shape of a leering devil's head. Two small black diamonds form the devil's eyes. This is a Quaranian ritual dagger, a magical weapon with +1 properties. It is worth at least five hundred gold lumens, but carries a certain stigma: Xambrian wizard hunters will recognize the dagger as a device used in ritual killings, and react with great hostility towards the bearer. The dagger is also well-known to black magicians, who covet such items, and to demonologists, who despise diabolists and their ritual paraphenalia.

The sarcophagus is a genuine find, a rare antique worth over three thousand gold lumens (only an antiquarian or Yitek tomb robber is likely to know this). Made of solid black iron, the casket weighs close to 400 pounds; difficult to move, unless one has access to the Yitek's equipment (block and tackle, lever-bar, etc.). By removing the hinges, the casket could be moved in two pieces. However, even these are too awkward to pack on a Greymane without improvising some sort of litter or cart.

Inside the sarcophagus lie the mummified remains of the Quaranian wizard-priest. The body, shriveled and blackened with age, seems to be fairly well-preserved. It is very fragile, however, and will crumble if not handled with extreme care. A collector of necromantic items might pay two hundred gold lumens for the mummy if it is in perfect condition.

The cadaver is dressed in black ceremonial robes and headgear, both in poor condition (rotted, brittle). In the Quaranian's withered hands is a wand carved from a humanoid femur. It is magical (Level five Wand of Eldritch Power, with properties as per the spell of the same name). The wand is worth perhaps two thousand gold lumens, but bears a reputation similar to the ritual dagger.

Also on the body is an onyx brooch (150 G.L.), a pair of silver bracers engraved with occult symbols (75 G.L.), and a heavy silver ring stamped with a strange symbol. Individuals versed in arcane lore will recognize this as the wizard's personal sigil, used to stamp documents. An avid collector might pay 50 gold lumens for this obscure item.

IDEAS FOR INTERRELATED ADVENTURES

A good campaign is based around a series of adventures which -directly or indirectly - are interrelated, like episodes in a continuing series. By using a little imagination, Gamemasters can find numerous ways to introduce interrelated scenarios: an item found in one adventure turns out to have been stolen from an individual whom the players encounter in their next adventure; characters (friends, foes, non-descript encounters) met in one scenario turn up in the next game, or several games thereafter; a seemingly trivial incident observed or overheard in one game later turns out to have great significance to the player-characters; and so on.

Possible interrelated adventures for this introductory scenario could include the following:

- The Yitek Tomb Robbers met earlier in Ikarthis appear outside the walls of the ziggurat (they followed the party). The nomads offer to help the party transport the sarcophagus and/or whatever is left of the automaton to the city state of Hadj; the Yitek know a certain individual (perhaps a wizard or savant) who would be willing to purchase these items.
- Returning from their adventure, the party chances upon a pack of Beastmen bearing a familiar-looking captive: the Pharesian peddler, Savrille. If rescued from the Beastmen, the grateful Savrille may reward the party with a magic item, or some useful bit of information. At the least, the group has made a friend who–at some future date–may return the favor.
- A group of Aamanian Warrior-Priests arrives on the scene. If the party has taken any of the items stolen from the slain pilgrims by the Beastmen, the Aamanians may blame the characters for the death of their kinsmen. Trouble will almost certainly ensue.
- The characters find another secret passage in the ziggurat. Where it leads to, or what may be found, is up to the Gamemaster to decide.
- Sometime after the conclusion of the initial adventure, one or more members of the party encounters a Xambrian Wizard Hunter. If the character(s) are so unlucky as to be carrying the Quaranian ritual dagger or Wand of Eldritch Power unearthed from the ziggurat, things could get interesting.

These are just a few ideas for the Gamemaster to consider. A series of multi-scenario books, entitled *ADVENTURES IN TALISLANTA*, will be available soon from *BARD GAMES*.

CLIMATE AND WEATHER

Talislanta's climate and weather vary according to region and seasonal conditions, as follows:

CLIMATIC ZONES

Temperate: generally mild, with moderate precipitation.

Tropical: generally hot and humid, with heavy seasonal rains.

Sub-Tropical: as per Tropical, though less extreme.

Arctic: frigid temperatures, heavy snowfall.

Sub-Arctic: cool to very cold, with seasonal rains, snow, and hail.

Arid: warm to very hot, little precipitation.

Aberrant: regions affected by the Great Disaster (see ABERRANT WEATHER CONDITIONS)

TALISLANTAN SEASONS

The seven-month Talislantan year is divided into three seasons. These are:

1) Spring: The first two months of the year (Ardan and Drome) constitute the Spring season. Heavy rainfall is common throughout temperate regions, with tropical storms and monsoons occurring more frequently in warmer climes.

2) Median: The middle three months of the year (Jhang, Laeolis, and Phandir) constitute the Median season. Warmer temperatures are typical throughout the continent during this period.

3) Fall: The last two months of the year (Talislande and Zar) constitute the Fall season. Temperatures are generally lower throughout the continent, with some increase in chance of precipitation.

To determine the general weather conditions in a given region, roll a twenty-sided die (d20) and consult the appropriate CLIMATIC ZONE TABLE, taking into account any modifiers listed for seasonal variations. Weather conditions may be checked once per game day, or as needed (all temperatures listed are based on the Farenheit scale).

1) TEMPERATE (average temperature 50 + d20 degrees)
1-5 = Clear, little or no wind
6-12 = Clear, variable winds
13-15 = Clear, high winds, -5 degrees
16-18 = Overcast, variable winds, -10 degrees
19-20 = Rain, variable winds, -10 degrees

MODIFIERS
Spring: +5, double duration of rainfall
Median: +10 degrees
Fall: +2, -10 degrees, 50% chance of snow instead of rain

2) TROPICAL (average temperature 80 + 2d20 degrees)
1-8 = Clear, no wind
9-12 = Clear, variable winds, -d10 degrees
13-17 = Heavy rain (duration: 104 hrs.), high winds
18-20 = Tropical storm

MODIFIERS
Spring: +7, roll of 13-17 = monsoon
Median: +15 degrees
Fall: +3, -10 degrees

3) SUB-TROPICAL (average temperature 70 + 2d20 degrees)
1-10 = Clear, no wind
11-15 = Clear and breezy, -d10 degrees
16-17 = Rain (duration: 1-4 hrs.), variable winds
18-19 = Heavy rain (duration: 1-3 hrs.), high winds
20 = Tropical storm

MODIFIERS
Spring: +5
Median: +10 degrees
Fall: -1, -10 degrees

4) ARID (average temperature 60 + 2d20 degrees)
1-10 = Clear, little or no wind, +d10 degrees
11-15 = Clear, variable winds
16-17 = Sandstorm, high winds
18 = Heat lightning (duration: d20 minutes), high winds
19 = Rain (duration: 1-20 minutes), variable winds, -10 degrees
20 = Special; roll d6: 1-3 = Acid Rain, 4-6 = Black Wind

MODIFIERS
Spring: +2
Median: +10 degrees
Fall: +1, -10 degrees

5) ARCTIC (average temperature 40–2d20 degrees)
1-5 = Clear, little or no wind
6-12 = Clear, variable
13-14 = Clear, high winds, -10 degrees
15-18 = Snow (duration: 1-10 hrs., 1 inch of snow per hour)
19 = Blizzard (duration: 1-20 hrs., 3 inches of snow per hour), -d20 degrees
20 = Icicle Rain (duration: 1-20 min.)

MODIFIERS
Spring: +3, +10 degrees
Median: None
Fall: +6, -20 degrees, double snowfall totals

6) SUB-ARCTIC (average temperature 50–d20 degrees)
1-8 = Clear, little or no wind
9-12 = Clear, variable winds
13-16 = Overcast, variable winds, -10 degrees
17-19 = Special; roll d6: 1-3 = Snow (1-6 inches), 4-6 = Rain (duration: 1-4 hrs.)
20 = Special; roll d6: 1-3 = Icicle Rain (duration: 1-20 minutes), 4-6 = Blizzard (duration: 1-10 hrs., 2 inches of snow per hour), -d20 degrees

MODIFIERS
Spring: +5 (precipitation is always rain), +10 degrees
Median: None
Fall: +3 (snow instead of rain), -20 degrees

7) ABERRANT (temperature varies according to region)
1-14 = Conditions as per specific region
15 = Acid Rain (duration: 1-20 minutes)
16 = Black Lightning (duration: 1-10 minutes)
17 = Black Wind
18 = Icicle Rain (duration: 1-10 minutes), temperature drops for duration
19 = Ghost Wind
20 = Witch Wind

MODIFIERS
None

COMMENTS

Variable Winds; Roll d8 for direction (1 = N, 2 = NE, 3 = E, 4 = SE, 5 = S, 6 = SW, 7 = W, 8 = NW). Wind velocity = 1-20 mph (+5 mph in Temperate regions, +10 mph in Tropics and Sub-Tropics). Conditions are usually favorable for sail-driven vessels.

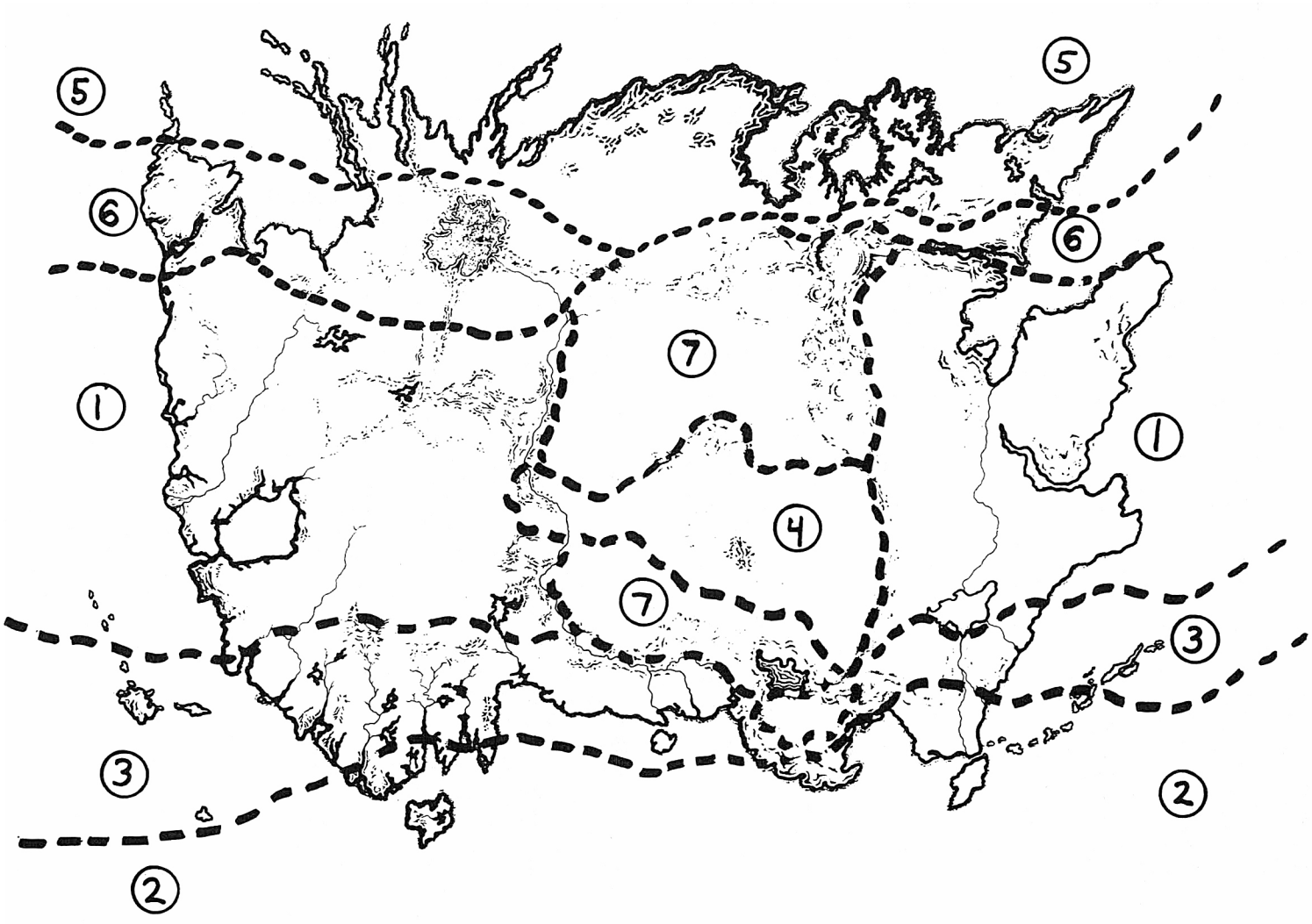
High Winds: Roll d8 for direction. In game terms, high winds may be favorable for sail-driven vessels or not (50/50 chance or Gamemaster's ruling). Minor damage to sail-driven craft may occur under unfavorable conditions.

Monsoon: A drenching rain usually accompanied by high winds. Visibility is nil, sea vessels may suffer damage or be capsized, speed for beasts and land conveyances is halved (at best).

Tropical Storm: Hurricane-force winds, heavy rain. Conditions are as per Monsoon, only worse: damage to all but the sturdiest structures is probable. Individuals who fail to take shelter can suffer up to d4 damage per minute from flying debris, high winds, etc. Lightning often precedes a tropical storm.

Sandstorm: Visibility is nil. High winds and wind-driven sand can cause 1 point of damage per minute to unprotected creatures and beings. Damage to light structures, sails/rigging is possible.

Blizzard: Visibility is greatly limited, or nil. Driving winds and heavy snow make travel difficult (-3/4 speed for beasts, conveyances) or (more likely) impossible.



ABERRANT WEATHER CONDITIONS

The Great Disaster of ancient times wreaked havoc with the Talislantan environment, causing drastic changes in the climate and ecology of such regions as the Sinking Land, the Wilderlands of Zaran, the Wastelands of Kharakhan, and other areas. Clouds of toxic smoke, alchemically active fumes, and magically irradiated dust particles dispersed into the upper atmosphere as a result of this cataclysmic event continue to affect weather conditions throughout many parts of the continent. The most common of these meteorological anomalies include:

1) Acid Rain: A yellowish rain with caustic properties, believed to be caused by clouds of corrosive gasses commingling with ordinary rain clouds in the upper atmosphere. Acid Rain withers plants, discolors stone, causes non-magical metals to become pitted, and does 1 point of damage per minute to organic substances (wood, cloth, hide, etc.) and unprotected living creatures. Duration of an Acid Rainfall is generally 1-20 (d20) minutes.

2) Black Lightning: Black Lightning is comprised not of electrical energy, but of arcane energy. Its cause remains unknown; certain Talislantan aeromancers have theorized that this uncommon effect occurs in regions where a Black Wind (q.v.) has dispersed, investing the surrounding area with unstable magical energies. A "rain" of Black Lightning may last up to ten (d10) minutes, producing bolts of varying power (d10 x 6 points of damage). There is a 50% chance per minute that a creature or object in the affected area will be struck; objects/creatures standing at higher elevations are most likely to be struck, as are individuals carrying magic items and/or enchanted weapons and armor (Black Lightning is attracted to magic items as ordinary lightning is to metal).

3) The Black Wind: A dark, swift-moving cloud of unnatural vapors, charged with accumulated magical energies. The effects of a Black Wind are unpredictable: instances of random metamorphosis, transmutation, changes in skin tone or bodily height, toxic contamination, and various cursed maledictions have all been reported. Similarly, the duration of a Black Wind's effects is often impossible to predict. Black Winds seem to originate in areas where vast amounts of magical energy have been unleashed, either all at once or over the course of time. As Black Winds are magical in nature, the effects of these strange phenomena can usually be neutralized by the use of countermagics. The Wind passes of itself in moments.

4) Icicle Rain: A dangerous type of frozen precipitation resembling a hail of dagger-sharp shards of ice, ranging up to a foot in length. Icicle Rain does 1-4 (d4) points of damage per minute to living creatures, vegetation, and all but the most durable sorts of objects, equipment and structures. The duration of an Icicle Rainfall rarely exceeds ten (d10) minutes. The Ariane attribute such occurrences to the exhalations of the Ice Giant population of Narandu, an explanation sufficing primarily for lack of any other.

5) Ghost Wind: A chilling wind which–some claim– blows forth from the spirit realms, emanating from the countless ruined cities, graveyards and battlegrounds which litter the Plains of Golarin and the Wilderlands of Zaran. The swirling winds, while seldom of an intensity sufficient to cause any great difficulty to travelers, have an ominous effect on most types of living creatures. Wild beasts become agitated, and domesticated animals may panic or desert their masters. Intelligent beings are often instilled with a vague sensation of fear; in extreme cases, individuals may experience temporary attacks of insanity, or claim to be possessed by vile spiritforms. Less frequently, a Ghost Wind may carry in its wake one or more shadow wights, phantasms, or other noncorporeal entities. A Ghost Wind passes swiftly, though its effects can last for several hours.

6) Witch Wind: In common usage, a colloquialism for any strong, howling wind. In legend, it is believed that strange sounds are borne on a Witch Wind: moaning voices, curses, ancient chants and incantations, terrible secrets and mystifying prophecies. A Witch Wind occurring in open or flat terrain may develop into a tempest; a raging storm capable of capsizing ships at sea, or causing great damage to all but the sturdiest structures. Such storms may last for hours, or pass after just a few moments.

GUIDE TO PRONUNCIATION

Aa (AH)
Aberon (AB-er-on)
Ahazu (a-HA-zu)
Ahrazad (aa-ra-ZOD)
Akbar (AK-bar)
Al Ashad (ahl-a-SHOD)
Alhambra (ahl-HAHM-bra)
Altan (ALL-tan)
Ammahd (ah-MOD)
Aaman (a-MAHN)
Anasas (a-NA-sus)
Andurin (an-DUR-in)
Aramut (AR-a-moot)
Araq (AA-rak)
Arat (ah-ROT)
Archon (AR-kon)
Ariane (ar-ee-AN)
Arim (AA-rim)
Astar (AS-ter)
Avar (AA-var)
Bahahd (ba-HOD)
Baratus (bar-AH-tus)
Bas-Kaneen (BAHS-ka-NEEN)
Batre (BA-tray)
Batu (BA-tu)
Bodor (BO-dor)
Borean (BOR-ee-an)
Cella (SEL-a)
Chakos (CHA-kose)
Cicz (SIZZ)
Cthonia (ka-THONE-ee-a)
Cymril (SIM-ril)
Da-Khar (da-KAR)
Dalia (DA-lee-a)
Danuvia (da-NU-vee-a)
Dhuna (da-HOO-na)
Djaffa (JA-fa)
Djaffir (JA-feer)
D'Oko (DOE-ko)
Domal (doe-MAHL)
Dracarta (dra-KAR-ta)
Dractyl (DRAK-til)
Druhk (DROOK)
Duar (DU-ar)
Durne (DURN)
El Aran (el-AA-rin)
Elande (eh-LON-da)
Equs (EK-wus)
Erastes (er-ASS-tees)
Erendor (AIR-en-dor)
Fahn (FON)
Farad (FA-rud)
Faradun (fa-ra-DUNE)
Gao-Din (gow-DIN)
Garganta (gar-GAN-ta)
Gnomekin (NOME-kin)
Golarin (go-LAR-in)
Gryph (GRIF)
Gwanga (GWON-ja)
Hadran (ha-DRAN)
Harak (HAR-ak)
Imria (IM-ree-a)
Irdan (eer-DAN)
Jabutu (ja-BU-tu)
Jaka (JA-ka)
Jamba (JOM-ba)
Jezem (jeh-ZEM)
Jhangara (jan-GA-ra)
Kaliya (KA-lee-ya)
Karang (ka-RANG)
Karansk (ka-RANSK)
Kasmir (kaz-MEER)
Kha (KA)
Kharakhan (kar-a-KON)
Khazad (ka-ZAHD)
Khu (KU)
Kragan (KRAY-gen)
K'Tallah (ka-TA-la)
Lahsa (LA-sa)
Lal-Lat (lahl-LOT)
L'Haan (la-HAHN)
Lir (LEER)
L'Lal (el-LAHL)
Mandala (man-DA-la)
Mandragore (MAN-dra-gor)
Mandu (man-DU)
Manik (MAN-ik)
Manra (MAN-ra)
Maruk (ma-ROOK)
Matsu (MOT-su)
Mirin (MEER-in)
Mogroth (MOG-roth)
Monango (ma-NON-go)
Morphius (MOR-fee-us)
Myr (MEER)
Nadan (nay-DAN)
Nagra (NOG-ra)
Na-Ku (NA-ku)
Narandu (na-RAN-du)
Nefaratus (neh-far-AH-tus)
Oceanus (oh-see-AN-us)
Ogriphant (OG-re-font)
Ogront (OG-ront)
Pana-Ku (pa-na-KU)
Peridia (peh-RID-ee-a)
Phaedra (FAY-dra)
Phantas (FAN-tas)
Phantasian (fan-TAY-zee-an)
Quaga (KWA-ga)
Quan (KWAHN)
Rahastran (ra-HOSS-tran)
Raknid (RAK-nid)
Rhin (RIN)
R'Ruh (AIR-roo)
Sascasm (SAS-ka-zem)
Sawilu (sa-WEE-lu)
Shadinn (sha-DEEN)
Shaitan (shy-TAN)
Sha-Nabar (SHA-na-BAR)
Shattra (SHOT-ra)
Silvanus (sil-VAN-us)
Simbar (SIM-bar)
Sindar (SIN-dar)
Ska-Wae (SKA-way)
Stryx (STRIX)
Sunra (SUN-ra)
Tabal (ta-BAHL)
Talislanta (tal-iss-LAN-ta)
Tantalus (TAN-tal-us)
Tarun (ta-RUNE)
Temesia (tem-EEZ-ee-a)
Thaecia (THAY-sha)
Thalia (THA-lee-a)
Thaumaturge (THAO-ma-turj)
Tian (tee-AN)
T'Sai (SI)
Urag (YUR-ag)
Vajra (VAHJ-ra)
Vardune (var-DUNE)
Viridia (ver-ID-ee-a)
Vishana (vih-SHA-na)
Vodruk (VO-druk)
Xambria (ZAM-bree-a)
Xanadas (ZAN-a-das)
Yaksha (YOK-sha)
Yitek (YIT-ek)
Y'Lal (ee-LAL)
Yrmania (eer-MA-nee-a)
Zadian (ZAY-dee-in)
Zandre (ZAN-dra)
Zandu (zan-DU)
Zaran (ZA-ren)
Zaratan (ZA-ra-tan)
Zodar (ZO-dar)
Zoriah (zor-EYE-ah)

CHARACTER RECORD SHEET

TALISLANTA

CHARACTER RECORD SHEET

Strength Rating ____
Dexterity Rating ____
Constitution Rating ____
Speed Rating ____

Intelligence Rating ____
Will Rating ____
Perception Rating ____
Charisma Rating ____

Max. Encumbrance ____

COMBAT RATING ____
Total Damage Modifier ____

MAGIC RATING ____
Number of Spells ____

HIT POINTS ____

Name ____
Race ____
Profession ____
Background ____
Homeland ____

Level ____
Experience ____
Age ____

Wealth ____

Armor	Protective	Value

Weapons	Damage	Wt.

Equip./Possessions	Wt.

GAMEMASTER'S TABLES

ACTION TABLE

DIE RESULT	COMBAT	MAGIC	SKILL/ATTRIBUTE
0 or less	Combat mishap	Spell mishap	Skill/attribute mishap
1-5 =	Miss	Spell failure	Failure
6-10 =	Hit(1/2 damage)	Successful spell	Success
11-20 =	Hit(full damage)	Successful spell	Success
21 + =	Hit + intent	Superior spell	Exceptional success

ACTION TABLE MODIFIERS

1) Ability ratings for **COMBAT, MAGIC, SKILLS** and **ATTRIBUTES** are used as modifiers for all **ACTION TABLE** die rolls.

2) Plus or minus modifiers may be awarded based on the "degree of difficulty" inherent in the type of action being attempted. Included in this category are "extenuating circumstances," i.e.: considerations such as weather, terrain, surroundings, etc.

3) **THE NON-PROFICIENCY PENALTY**: Any time an individual attempts to use a skill or weapon which he or she is not proficient in, a penalty of -5 is applied as a modifier.

HIT POINT TOTALS FOR INANIMATE OBJECTS

The following is a basic list indicating the amount of damage (in hit points) which various items, structures,, and conveyances can withstand before being broken, rendered useless, etc. The list is intended for use as a guideline, and may be altered by the Gamemaster, as desired.

TYPE OF OBJECT	HIT POINT TOTAL
Barge (water/land)	100 +
Barge fort/battle tower	200-300
Cage/grating (iron)	10-50 +
Cage/grating (wood)	4-24 +
Chain	10-100 +
Chest/door (wood)	4-40 +
Crystal container	1-4
Rope	4-32 +
Sea vessel (lg.)	140-240
Sea vessel (med.)	100-140
Siege engine	100 +
Skiff/punt	10-40
Strongbox/door (iron)	10-100 +
Wagon	10-40
Wall (stone, per ft.)	100
Wall (wood, per ft.)	60
Windship (lg.)	80-160
Windship (med.)	60-80

MISCELLANEOUS DAMAGE RATINGS

Caustic substance (lye, acid, pitch, etc.): 1-12 points
Drowning/suffocating: 1-8 points per round
Exposure to severe elemental conditions: up to 10 points per day minus **CONSTITUTION RATING**

Falling: 1-8 points per ten-foot drop
Fist: 1-4 plus **STRENGTH RATING**
Hunger: 1 point per day
Kick: 1-6 plus **STRENGTH RATING**
Shield bash: 1-4 points plus **STRENGTH RATING**

Thirst: 2 points per day (4 points if active or in desert)
Torch: 1-4 points plus 1-8 points per round (burning)
Traps: 1-4 (small), 1-10 (medium), 1-20 + (large)

COMBAT MISHAPS

DIE ROLL	RESULT
1-4	Attacker off-balance, defender gets free move
5-6	Attacker's weapon (or claw, limb, fang, etc.) is damaged, and cannot be used (repair possible at Gamemaster's discretion)
7-8	Attacker slips, falls (random direction)
9-10	Attacker strikes unintended target (random; roll for damage as usual)
11-12	Attacker injures self (d4 damage)
13-14	Attacker falls, injures self (d4 damage, miss next round)
15-16	Attacker falls, injures self badly (d8 damage, miss next two rounds)
17	Attacker temporarily blinded (1-4 rounds)
18	Attacker suffers incapacitating injury, cannot continue fighting unless healing is available
19-20	Attacker knocked unconscious (1-20 minutes)

MAGICAL MISHAPS

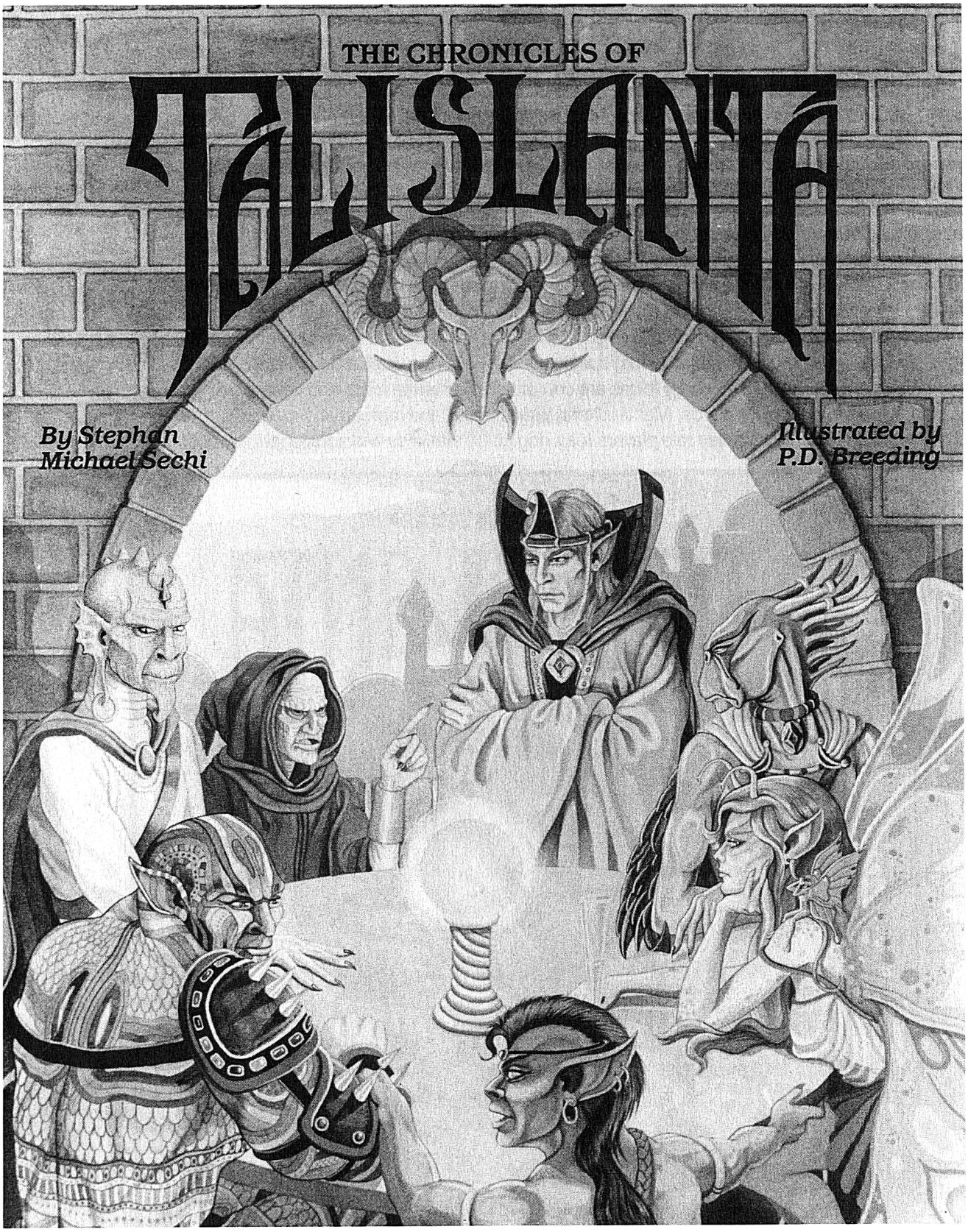
DIE ROLL	RESULT
1-2	No noticeable effect (50% chance of side-effect occurring later)
3-4	Spell rebounds upon caster
5-6	Spell strikes unintended target (random direction)
7-8	Reverse spell effect (rebounds upon caster)
9-10	Reverse spell effect (random direction)
11-12	Static spell effect; area charged with magical energies (5 ft. radius surrounding caster)
13-14	Wandering spell effect; 5 ft. radius area charged with magical energies, moves at random
15	Inter-planar rift; hole opens into another dimension
16	Phase-shift; caster teleported to random location
17	Black hole effect; caster (and any other individuals within 20 ft. of the caster) are drawn into another dimension
18	Temporal rift; caster falls backwards (or forwards) in time
19-20	Random spell effect (Gamemaster's choice)

RANGES FOR MISSILE WEAPONS

The following is a list of effective ranges for Talislantan missile weapons. Maximum range may be computed by doubling the ranges given.

Note that any attempt to hit a target that is out of a missile weapon's effective range is subject to a -10 penalty on the **ACTION TABLE** die roll unless the attacker is using a bow and possesses the skill, *ARCHERY*.

WEAPON TYPE	RANGE
Any hand-thrown weapon	50 ft. (plus 10 ft per + 1 Strength Rating)
Ballista, heavy	500 ft.
Ballista, light	200 ft.
Blow gun	50 ft.
Catapult, heavy	1000 ft.
Catapult, light	750 ft.
Correg (Imria)	100 ft.
Dart-thrower (Vardune)	75 ft.
Fire-thrower (Arim, Urag)	500 ft.
Flange-bow (Oceanus)	100 ft. (20 ft. underwater)
Hurlant (Dracarta)	100 ft.
Hurlant, ship's (Dracarta)	500 ft.
Hurlant, siege (Dracarta)	1000 ft.
Krin (Harak)	100 ft.
Long bow/heavy crossbow	200 ft.
Short bow/light crossbow	150 ft.
Sling	100 ft.
Spring-knife (Kasmir)	10 ft.



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Sardonicus: evil geniuses known as "bottle-imps," favored as familiars and sorcerous advisors...

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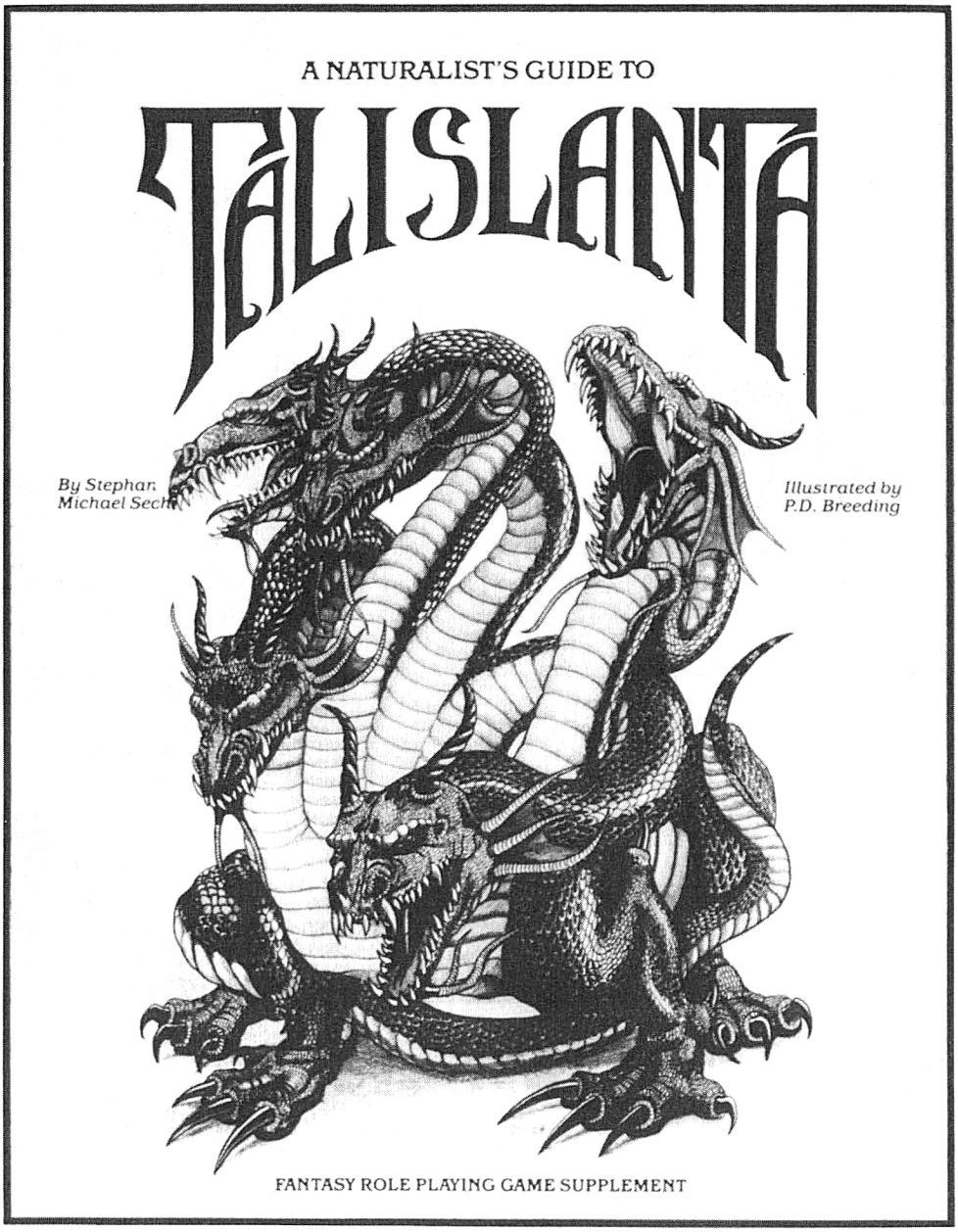

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